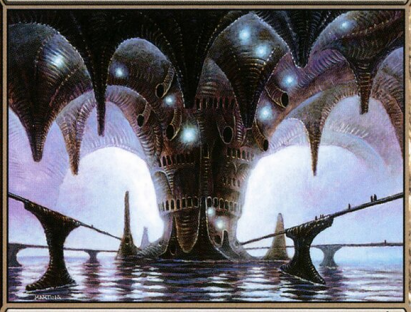
Duskmantle, House of Shadow



Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

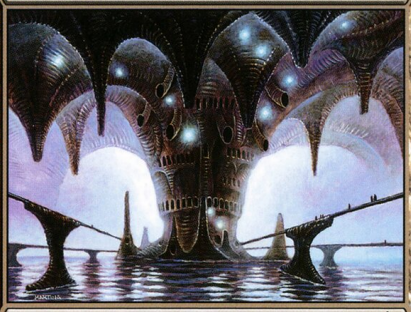
{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow



Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

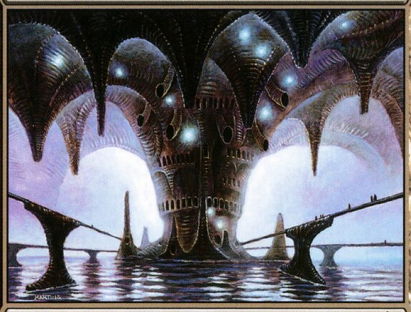
{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow



Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

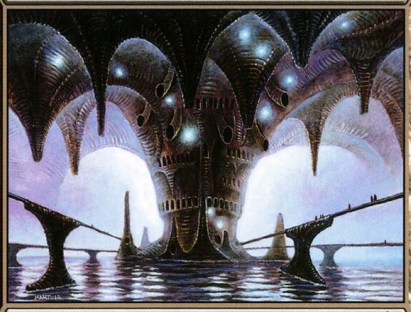
{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow



Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306

Duskmantle, House of Shadow

Land

{T}: Add {1} to your mana pool.

{B}{S}, {T}: Target player puts the top card of his or her library into his or her graveyard.

In a space where there is no room, in a structure that was never built, meets the guild that doesn't exist.

Martina Pilcerova

™ & © 1993–2005 Wizards of the Coast, Inc. 277306