Epochrasite 2



Artifact Creature — Construct

Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand.

When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.

1/1

Michael Bruinsma

™ & © 1993–2007 Wizards of the Coast, Inc. 162/180

Epochrasite 2

Artifact Creature — Construct

Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand.

When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.

1/1

Michael Bruinsma

™ & © 1993–2007 Wizards of the Coast, Inc. 162/180

Epochrasite 2

Artifact Creature — Construct

Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand.

When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.

1/1

Michael Bruinsma

™ & © 1993–2007 Wizards of the Coast, Inc. 162/180

Epochrasite 2

Artifact Creature — Construct

Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand.

When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.

1/1

Michael Bruinsma

™ & © 1993–2007 Wizards of the Coast, Inc. 162/180



Epochrasite 2

Artifact Creature — Construct

Epochrasite comes into play with three +1/+1 counters on it if you didn't play it from your hand.

When Epochrasite is put into a graveyard from play, remove it from the game with three time counters on it and it gains suspend.

1/1

Michael Bruinsma

™ & © 1993–2007 Wizards of the Coast, Inc. 162/180