The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro

The Celestus 3



Legendary Artifact

If it's neither day nor night, it becomes day as The Celestus enters the battlefield.

{C}: Add one mana of any color.

{3}, {C}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery.

Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card.

0103 / 1158R
MID • EN ✒ Jonas De Ro