Illusionary Mask 2



Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber

Illusionary Mask 2

Poly Artifact

X: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Illus. © Amy Weber