Tormod's Crypt 0



Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121

Tormod's Crypt 0

Artifact

{T}, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

The dark opening seemed to breathe the cold, damp air of the dead earth in a steady rhythm.

Illus. Christopher Rush

™ & © 1993–2006 Wizards of the Coast, Inc. 115/121