Cellar Door 2



Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264

Cellar Door 2

Artifact

3, : Target player puts the bottom card of his or her library into his or her graveyard. If it's a creature card, you put a 2/2 black Zombie creature token onto the battlefield.

As if anyone needed another reason to avoid dark, dank cellars.

Rob Alexander

™ & © 1993–2011 Wizards of the Coast LLC 218/264