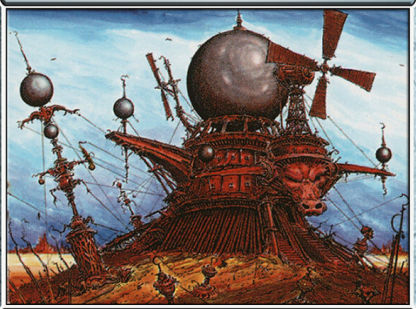
Ankh of Mishra 2



Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

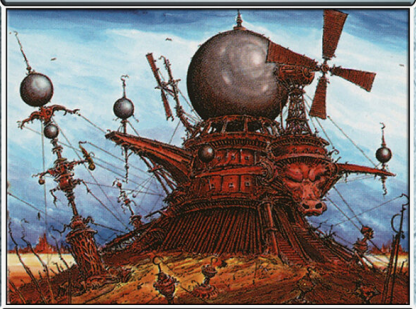
Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2



Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

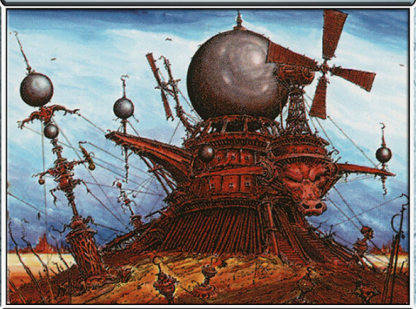
Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2



Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

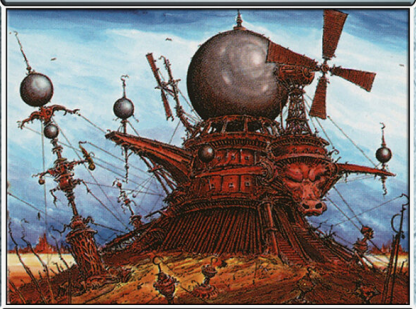
Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2



Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast

Ankh of Mishra 2

Artifact

Whenever a land enters the battlefield, Ankh of Mishra deals 2 damage to that land's controller.

Tawnos finally cracked the puzzle: the strange structures did not house Mishra's malevolent creations but were themselves among his creations.

263/325 R
VMA • EN
Ian Miller

™ & © 2014 Wizards of the Coast