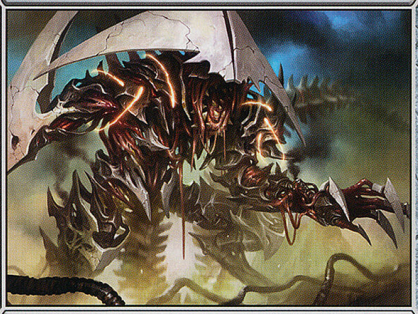
Soul of New Phyrexia 6



Artifact Creature — Avatar

Trample

5: Permanents you control gain indestructible until end of turn.

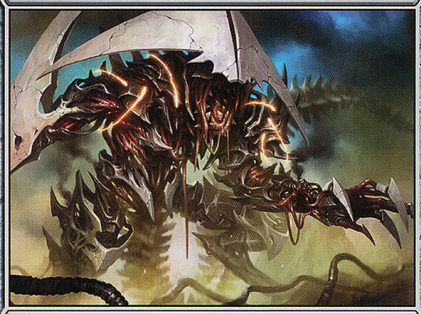
5, Exile Soul of New Phyrexia from your graveyard: Permanents you control gain indestructible until end of turn.

6/6

231/269 M
M15 • EN ▶ DAARKEN

™ & © 2014 Wizards of the Coast

Soul of New Phyrexia 6



Artifact Creature — Avatar

Trample

5: Permanents you control gain indestructible until end of turn.

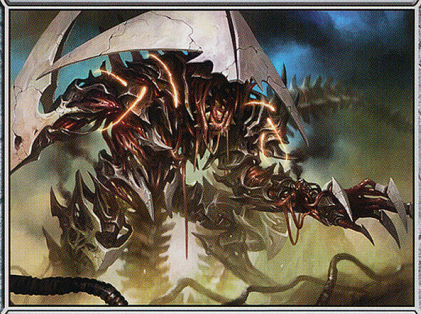
5, Exile Soul of New Phyrexia from your graveyard: Permanents you control gain indestructible until end of turn.

6/6

231/269 M
M15 • EN ▶ DAARKEN

™ & © 2014 Wizards of the Coast

Soul of New Phyrexia 6



Artifact Creature — Avatar

Trample

5: Permanents you control gain indestructible until end of turn.

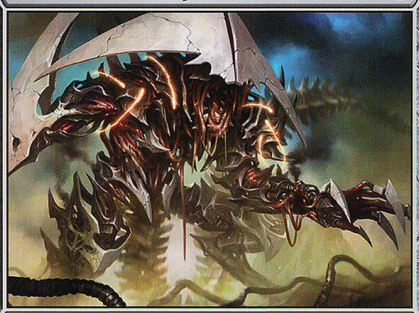
5, Exile Soul of New Phyrexia from your graveyard: Permanents you control gain indestructible until end of turn.

6/6

231/269 M
M15 • EN ▶ DAARKEN

™ & © 2014 Wizards of the Coast

Soul of New Phyrexia 6



Artifact Creature — Avatar

Trample

5: Permanents you control gain indestructible until end of turn.

5, Exile Soul of New Phyrexia from your graveyard: Permanents you control gain indestructible until end of turn.

6/6

231/269 M
M15 • EN ▶ DAARKEN

™ & © 2014 Wizards of the Coast