Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs



Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast

Sanctum of Stone Fangs

Legendary Enchantment — Shrine

At the beginning of your precombat main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

Renounce all limits,
False chains binding potential.
Power knows no bounds.

120/274 U
M21 • EN
Johannes Voss

™ & © 2020 Wizards of the Coast