Kismet 3



Enchantment

Artifacts, creatures, and lands played by your opponents enter the battlefield tapped.

"Make people wait for what they want, and you have power over them. This is as true for merchants and militia as it is for cooks and couples."
—Gwendlyn Di Corci

Illus. Kaja Foglio
™ & © 1993-2011 Wizards of the Coast LLC 17/260

Kismet 3



Enchantment

Artifacts, creatures, and lands played by your opponents enter the battlefield tapped.

"Make people wait for what they want, and you have power over them. This is as true for merchants and militia as it is for cooks and couples."
—Gwendlyn Di Corci

Illus. Kaja Foglio
™ & © 1993-2011 Wizards of the Coast LLC 17/260

Kismet 3



Enchantment

Artifacts, creatures, and lands played by your opponents enter the battlefield tapped.

"Make people wait for what they want, and you have power over them. This is as true for merchants and militia as it is for cooks and couples."
—Gwendlyn Di Corci

Illus. Kaja Foglio
™ & © 1993-2011 Wizards of the Coast LLC 17/260

Kismet 3



Enchantment

Artifacts, creatures, and lands played by your opponents enter the battlefield tapped.

"Make people wait for what they want, and you have power over them. This is as true for merchants and militia as it is for cooks and couples."
—Gwendlyn Di Corci

Illus. Kaja Foglio
™ & © 1993-2011 Wizards of the Coast LLC 17/260