Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.

Grindstone 1



Artifact

3, : Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

"Memory is a burden that wears at the soul as weather wears at stone."
—*Crovax*

Illus. Greg Simanson
© 1997 Wizards of the Coast, Inc.