Karn Liberated 7



Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7



Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7



Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175

Karn Liberated 7

Planeswalker — Karn

+4: Target player exiles a card from his or her hand.

-3: Exile target permanent.

-14: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn Liberated. Then put those cards onto the battlefield under your control.

6

Jason Chan

™ & © 1993–2011 Wizards of the Coast LLC 1/175