Eye of Singularity 3



Enchant World

When Eye of Singularity comes into play, bury all permanents with the same name except basic lands.

Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Illus. Eric Peterson

©1996 Wizards of the Coast, Inc. All rights reserved.

Eye of Singularity 3



Enchant World

When Eye of Singularity comes into play, bury all permanents with the same name except basic lands.

Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Illus. Eric Peterson

©1996 Wizards of the Coast, Inc. All rights reserved.

Eye of Singularity 3



Enchant World

When Eye of Singularity comes into play, bury all permanents with the same name except basic lands.

Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Illus. Eric Peterson

©1996 Wizards of the Coast, Inc. All rights reserved.

Eye of Singularity 3



Enchant World

When Eye of Singularity comes into play, bury all permanents with the same name except basic lands.

Whenever any permanent other than a basic land comes into play, bury any permanent already in play with the same name.

Illus. Eric Peterson

©1996 Wizards of the Coast, Inc. All rights reserved.