Ruric Thar, Biomagus



Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast

Ruric Thar, Biomagus

Legendary Creature — Ogre Crab Wizard

Flying

Prowess, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)*

Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

The Simic Combine's two brightest minds.

4/6

U 0219
FRA • EN Olivier Bernard

™ & © 2026 Wizards of the Coast