Magus of the Abyss 3



Creature — Human Wizard

At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.

He climbs a staircase of falling souls, fighting the continuous pull of the void.

Kev Walker

4/3

™ & © 1993–2007 Wizards of the Coast, Inc. 70/180

Magus of the Abyss 3

Creature — Human Wizard

At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.

He climbs a staircase of falling souls, fighting the continuous pull of the void.

Kev Walker

4/3

™ & © 1993–2007 Wizards of the Coast, Inc. 70/180

Magus of the Abyss 3

Creature — Human Wizard

At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.

He climbs a staircase of falling souls, fighting the continuous pull of the void.

Kev Walker

4/3

™ & © 1993–2007 Wizards of the Coast, Inc. 70/180

Magus of the Abyss 3

Creature — Human Wizard

At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of his or her choice. It can't be regenerated.

He climbs a staircase of falling souls, fighting the continuous pull of the void.

Kev Walker

4/3

™ & © 1993–2007 Wizards of the Coast, Inc. 70/180