Will the Wise



Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise



Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise



Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise



Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast

Will the Wise

Legendary Creature — Human

When Will the Wise enters or leaves the battlefield, each opponent may investigate. Each opponent who doesn't loses 1 life. You investigate X times, where X is one plus the number of opponents who investigated this way.

Friends forever *(You can have two commanders if both have friends forever.)*

1/2

347 R
SLD • EN Pauline Voss

™ & © 2021 Wizards of the Coast