

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155

Rimewind Cryomancer

3



Creature — Human Wizard

1, {C}: Counter target activated ability. Play this ability only if you control four or more snow permanents. (Mana abilities can't be targeted.)

"The Thaw brings flooding, disease, and death. We will do all in our power to bring frigid peace back to the world."

Dan Scott

2/3

TM & © 1993-2006 Wizards of the Coast, Inc. 43/155