Thunderstaff 3



Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3



Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3



Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3



Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356

Thunderstaff 3

Artifact

As long as Thunderstaff is untapped, if a creature would deal combat damage to you, prevent 1 of that damage.

2, {T}: Attacking creatures get +1/+0 until end of turn.

Jort the Thunder-Mad spent his life perfecting a way to harness the power of the heavens.

Cliff Childs

™ & © 2013 Wizards of the Coast 267/356