Selkie Hedge-Mage



Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage



Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage



Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage



Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180

Selkie Hedge-Mage

Creature — Merfolk Wizard

When Selkie Hedge-Mage comes into play, if you control two or more Forests, you may gain 3 life.

When Selkie Hedge-Mage comes into play, if you control two or more Islands, you may return target tapped creature to its owner's hand.

2/2

Larry MacDougall

™ & © 1993-2008 Wizards of the Coast, Inc. 158/180