Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.

Scars of the Veteran 4



Instant

You may remove a white card in your hand from the game instead of paying Scars of the Veteran's casting cost.
Prevent up to 7 damage to target creature or player. For each 1 damage to a creature prevented by Scars of the Veteran, put a +0/+1 counter on that creature at end of turn.

Illus. Dan Frazier
© 1996 Wizards of the Coast, Inc. All rights reserved.