
Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast

Maze of Ith
Land
: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.
"Let the interlopers scurry like trapped rats until they exhaust themselves. They are no threat to us."
—Ith, High Arcanist
456 R
DMR • EN
Mark Tedin
™ & © 2023 Wizards of the Coast