

Wandering Mage



Creature — Human Cleric Wizard

* Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦ Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣ Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

™ & © 1993-2009 Wizards of the Coast LLC 186/230

0/3

Wandering Mage

Creature — Human Cleric Wizard

*, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

0/3

Wandering Mage

Creature — Human Cleric Wizard

* Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦ Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣ Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

0/3

™ & © 1993-2009 Wizards of the Coast LLC 186/230

Wandering Mage

Creature — Human Cleric Wizard

*, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

0/3

™ & © 1993-2009 Wizards of the Coast LLC 186/230

Wandering Mage



Creature — Human Cleric Wizard

*, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

0/3

™ & © 1993-2009 Wizards of the Coast LLC 186/230

Wandering Mage 



Creature — Human Cleric Wizard 

* , Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦ : Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♦ , Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

™ & © 1993-2009 Wizards of the Coast LLC 186/230

0/3

Wandering Mage



Creature — Human Cleric Wizard

*, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

TM & © 1993-2009 Wizards of the Coast LLC 186/230

0/3

Wandering Mage

Creature — Human Cleric Wizard

*, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

♦: Prevent the next 1 damage that would be dealt to target Cleric or Wizard creature this turn.

♣, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Illus. Pete Venters

TM & © 1993-2009 Wizards of the Coast LLC 186/230

0/3