Sage of the Maze



Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze



Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

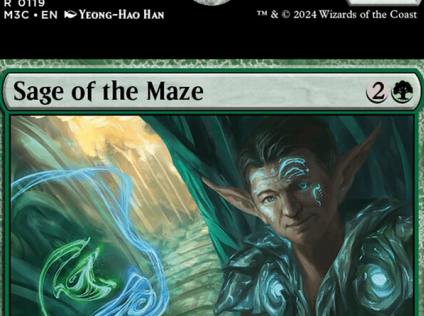
{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze



Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast

Sage of the Maze

Creature — Elf Wizard

{T}: Add two mana in any combination of colors.

{T}: Until end of turn, target land you control becomes an X/X Citizen creature with haste in addition to its other types, where X is twice the number of Gates you control. Activate only as a sorcery.

Tap an untapped Gate you control: Untap Sage of the Maze.

1/3

R 0119
M3C • EN ✍ Yeong-Hao Han
™ & © 2024 Wizards of the Coast