All-Seeing Arbiter {4}{U}{U}



Creature — Avatar

Flying

Whenever All-Seeing Arbiter enters the battlefield or attacks, draw two cards, then discard a card.

Whenever you discard a card, target creature an opponent controls gets -X/-0 until your next turn, where X is the number of different mana values among cards in your graveyard.

5/4

034/281 M
SNC ★ EN Robin Olausson

™ & © 2022 Wizards of the Coast

All-Seeing Arbiter {4}{U}{U}

Creature — Avatar

Flying

Whenever All-Seeing Arbiter enters the battlefield or attacks, draw two cards, then discard a card.

Whenever you discard a card, target creature an opponent controls gets -X/-0 until your next turn, where X is the number of different mana values among cards in your graveyard.

5/4

034/281 M
SNC ★ EN Robin Olausson

™ & © 2022 Wizards of the Coast

All-Seeing Arbiter {4}{U}{U}

Creature — Avatar

Flying

Whenever All-Seeing Arbiter enters the battlefield or attacks, draw two cards, then discard a card.

Whenever you discard a card, target creature an opponent controls gets -X/-0 until your next turn, where X is the number of different mana values among cards in your graveyard.

5/4

034/281 M
SNC ★ EN Robin Olausson

™ & © 2022 Wizards of the Coast

All-Seeing Arbiter {4}{U}{U}



Creature — Avatar

Flying

Whenever All-Seeing Arbiter enters the battlefield or attacks, draw two cards, then discard a card.

Whenever you discard a card, target creature an opponent controls gets -X/-0 until your next turn, where X is the number of different mana values among cards in your graveyard.

5/4

034/281 M
SNC ★ EN Robin Olausson

™ & © 2022 Wizards of the Coast