Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}

Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}

Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}



Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast

Inalla, Archmage Ritualist {2}{U}{B}{R}

Legendary Creature — Human Wizard

Eminence — Whenever another nontoken Wizard enters the battlefield under your control, if Inalla, Archmage Ritualist is in the command zone or on the battlefield, you may pay {1}. If you do, create a token that's a copy of that Wizard. The token gains haste. Exile it at the beginning of the next end step.

Tap five untapped Wizards you control: Target player loses 7 life.

4/5

038/309 M
C17 ★ EN Yongjae Choi
™ & © 2017 Wizards of the Coast