Augur of Skulls 1



Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1



Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1



Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1



Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180

Augur of Skulls 1

Creature — Skeleton Wizard

1: Regenerate Augur of Skulls.
Sacrifice Augur of Skulls: Target player discards two cards. Play this ability only during your upkeep.

Within each empty skull, it seeks ways to preserve its own failing undeath.

Chippy
1/1
™ & © 1993-2007 Wizards of the Coast, Inc. 63/180