Songcrafter Mage



Creature — Human Bard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. *(You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.)*

3/2

R 0225
TDM • EN Irina Nordsol

™ & © 2025 Wizards of the Coast

Songcrafter Mage

Creature — Human Bard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. *(You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.)*

3/2

R 0225
TDM • EN Irina Nordsol

™ & © 2025 Wizards of the Coast

Songcrafter Mage

Creature — Human Bard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. *(You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.)*

3/2

R 0225
TDM • EN Irina Nordsol

™ & © 2025 Wizards of the Coast

Songcrafter Mage

Creature — Human Bard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. *(You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.)*

3/2

R 0225
TDM • EN Irina Nordsol

™ & © 2025 Wizards of the Coast

Songcrafter Mage

Creature — Human Bard

Flash

When this creature enters, target instant or sorcery card in your graveyard gains harmonize until end of turn. Its harmonize cost is equal to its mana cost. *(You may cast that card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile the spell.)*

3/2

R 0225
TDM • EN Irina Nordsol

™ & © 2025 Wizards of the Coast