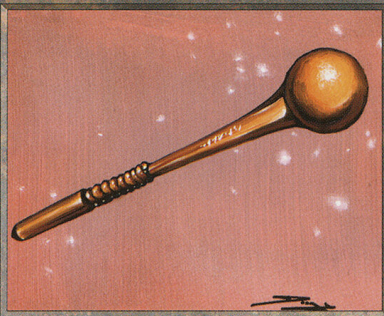


Tawnos's Wand

4



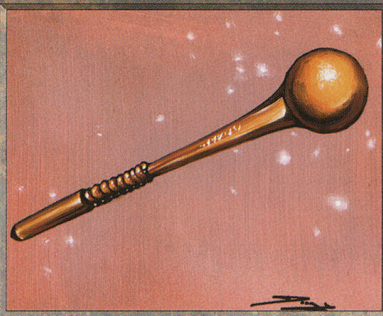
Mono Artifact

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Illus. © Douglas Shuler

Tawnos's Wand

4



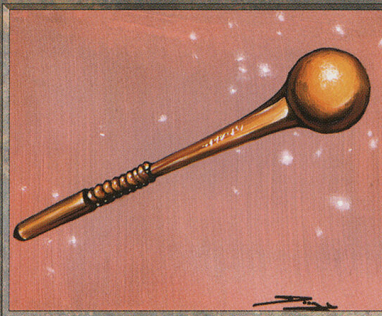
Mono Artifact

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Illus. © Douglas Shuler

Tawnos's Wand

4



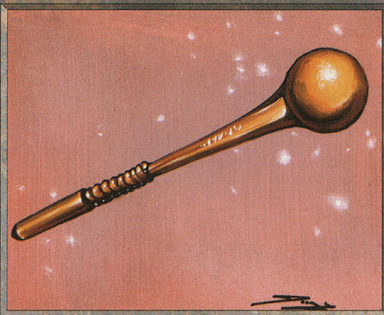
Mono Artifact

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Illus. © Douglas Shuler

Tawnos's Wand

4



Mono Artifact

2: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Illus. © Douglas Shuler