Uncle Istvan 1



Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1



Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1



Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1



Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3

Uncle Istvan 1

Creature — Human

Prevent all damage that would be dealt to Uncle Istvan by creatures.

Solitude drove the old hermit insane. Now he only keeps company with those he can catch.

Illus. Daniel Gelon

™ & © 1993–2006 Wizards of the Coast, Inc. 51/121

1/3