Mangara of Corondor {1}{W}{W}



Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}



Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}



Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}



Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301

Mangara of Corondor {1}{W}{W}

Legendary Creature — Human Wizard

{T}: Remove Mangara of Corondor and target permanent from the game.

"I have been brought to this place and I cannot leave. I may be free of the amber, but I am still in prison."

Zoltan Boros & Gabor Szikszai

1/1

™ & © 1993–2006 Wizards of the Coast, Inc. 28/301