Phantom Centaur 2



Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0

Phantom Centaur 2

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 127/143

SB 2/0