Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast

Raff Capashen, Ship's Mage 2 ✳ 🜁



Legendary Creature — Human Wizard

Flash
Flying
You may cast historic spells as though they had flash. *(Artifacts, legendaries, and Sagas are historic.)*

3/3

U 0351
CMM • EN ✒ John Stanko
™ & © 2023 Wizards of the Coast