Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek



Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast

Mentor of the Meek

Creature — Human Soldier

Whenever another creature with power 2 or less enters the battlefield under your control, you may pay 1. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

2/2

015/106 R
E01 • EN Jana Schirmer & Johannes Voss ™ & © 2017 Wizards of the Coast