Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}



Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast

Exclusion Mage {2}{U}

Creature — Human Wizard

When Exclusion Mage enters the battlefield, return target creature an opponent controls to its owner's hand.

Successful battles start with knowing who's worth fighting.

2/2

055/280 U
M19 • EN ✒ Chris Seaman

™ & © 2018 Wizards of the Coast