Braids, Conjurer Adept 2 {B} {U}



Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}



Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}



Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}



Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165

Braids, Conjurer Adept 2 {B} {U}

Legendary Creature — Human Wizard

At the beginning of each player's upkeep, that player may put an artifact, creature, or land card from his or her hand into play.

The rifted multiverse became a sea of conflicting realities, each peopled by possible versions of every living being.

2/2

Zoltan Boros & Gabor Szikszai

™ & © 1993–2007 Wizards of the Coast, Inc. 36/165