Gandalf, White Rider 3



Legendary Creature — Avatar Wizard

Vigilance

Whenever you cast a spell, creatures you control get +1/+0 until end of turn. Scry 1.

When Gandalf, White Rider dies, you may put it into its owner's library fifth from the top.

He has passed through the fire and the abyss, and the enemy shall fear him.

3/3

R 0389
LTR • EN Ekaterina Burmak

© MEE
™ & © 2023 Wizards of the Coast

Gandalf, White Rider 3



Legendary Creature — Avatar Wizard

Vigilance

Whenever you cast a spell, creatures you control get +1/+0 until end of turn. Scry 1.

When Gandalf, White Rider dies, you may put it into its owner's library fifth from the top.

He has passed through the fire and the abyss, and the enemy shall fear him.

3/3

R 0389
LTR • EN Ekaterina Burmak

© MEE
™ & © 2023 Wizards of the Coast

Gandalf, White Rider 3



Legendary Creature — Avatar Wizard

Vigilance

Whenever you cast a spell, creatures you control get +1/+0 until end of turn. Scry 1.

When Gandalf, White Rider dies, you may put it into its owner's library fifth from the top.

He has passed through the fire and the abyss, and the enemy shall fear him.

3/3

R 0389
LTR • EN Ekaterina Burmak

© MEE
™ & © 2023 Wizards of the Coast

Gandalf, White Rider 3



Legendary Creature — Avatar Wizard

Vigilance

Whenever you cast a spell, creatures you control get +1/+0 until end of turn. Scry 1.

When Gandalf, White Rider dies, you may put it into its owner's library fifth from the top.

He has passed through the fire and the abyss, and the enemy shall fear him.

3/3

R 0389
LTR • EN Ekaterina Burmak

© MEE
™ & © 2023 Wizards of the Coast