**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast

**Phantom Nomad** {1}{W}



**Creature — Spirit Nomad**

Phantom Nomad enters the battlefield with two +1/+1 counters on it.

If damage would be dealt to Phantom Nomad, prevent that damage. Remove a +1/+1 counter from Phantom Nomad.

0/0

038/325 C
VMA • EN ✒ Tim Nelson
™ & © 2014 Wizards of the Coast