Bant Battlemage 2



Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249

Bant Battlemage 2

Creature — Human Wizard

, : Target creature gains trample until end of turn.

, : Target creature gains flying until end of turn.

"A night attack will be easy. We'll make an air raid over the Akrasan border. Just get me some flint to light the war torches."

Donato Giancola

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 5/249