Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}



Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249

Esper Battlemage {2}{U}

Artifact Creature — Human Wizard

{W}, {T}: Prevent the next 2 damage that would be dealt to you this turn.

{B}, {T}: Target creature gets -1/-1 until end of turn.

She can heal the flesh, or exploit its many weaknesses.

2/2

Matt Cavotta

™ & © 1993–2008 Wizards of the Coast, Inc. 40/249