Magus of the Will



Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast

Magus of the Will

Creature — Human Wizard

2, , Exile Magus of the Will: Until end of turn, you may play cards from your graveyard. If a card would be put into your graveyard from anywhere this turn, exile that card instead.

"These eyes have shown me the flaws of flesh."

3/3

014/351 R
C16 • EN Vincent Proce

™ & © 2016 Wizards of the Coast