Venser, the Sojourner 3



Planeswalker — Venser

+2: Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.

-1: Creatures are unblockable this turn.

-8: You get an emblem with "Whenever you cast a spell, exile target permanent."

3

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 135/249

Venser, the Sojourner 3



Planeswalker — Venser

+2: Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.

-1: Creatures are unblockable this turn.

-8: You get an emblem with "Whenever you cast a spell, exile target permanent."

3

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 135/249

Venser, the Sojourner 3



Planeswalker — Venser

+2: Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.

-1: Creatures are unblockable this turn.

-8: You get an emblem with "Whenever you cast a spell, exile target permanent."

3

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 135/249

Venser, the Sojourner 3



Planeswalker — Venser

+2: Exile target permanent you own. Return it to the battlefield under your control at the beginning of the next end step.

-1: Creatures are unblockable this turn.

-8: You get an emblem with "Whenever you cast a spell, exile target permanent."

3

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 135/249