Yeva's Forcemage 2G



Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G



Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G



Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G



Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249

Yeva's Forcemage 2G

Creature — Elf Shaman

When Yeva's Forcemage enters the battlefield, target creature gets +2/+2 until end of turn.

"Nature can't be stopped. It rips and tears at Ravnica's tallest buildings to claim its place in the sun."

2/2

Eric Deschamps

™ & © 1993-2012 Wizards of the Coast LLC 198/249