Skyward Eye Prophets 3



Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3



Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3



Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3



Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356

Skyward Eye Prophets 3

Creature — Human Wizard

Vigilance

: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.

They lament the doom that is coming to Bant without realizing the part their own leaders have played in it.

Matt Stewart

3/3

™ & © 2013 Wizards of the Coast 214/356