Fleeting Distraction



Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction



Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction



Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction



Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast

Fleeting Distraction

Instant

Target creature gets -1/-0 until end of turn.
Draw a card.

The first spell taught to young mages, it has spared the lives of many whose hands are too small to hold a sword.

110/221 C
CN2 • EN Ryan Yee

™ & © 2016 Wizards of the Coast