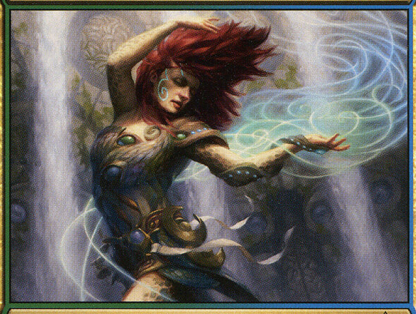
Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

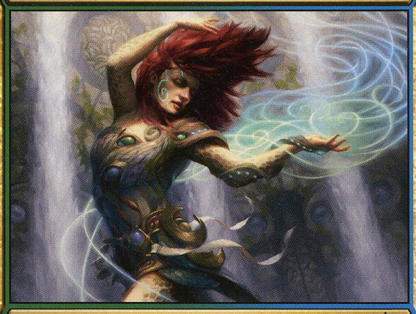
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

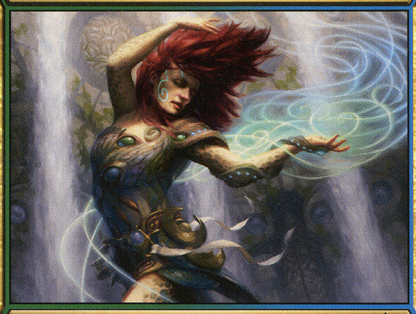
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

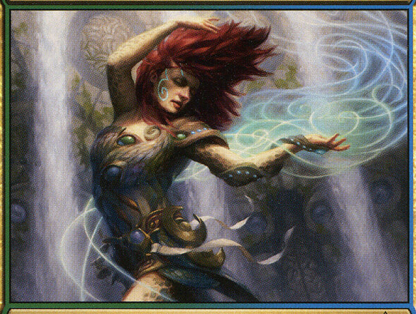
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

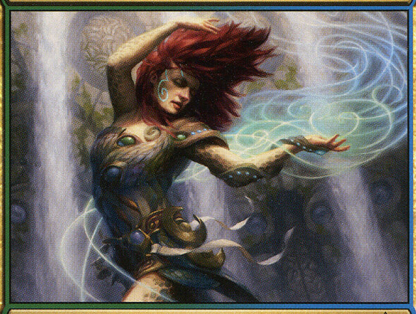
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

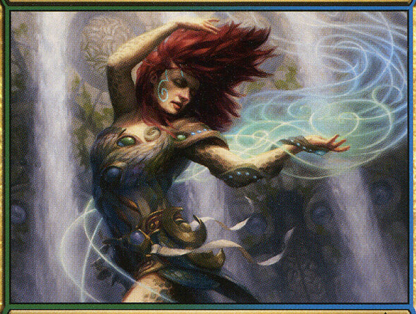
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

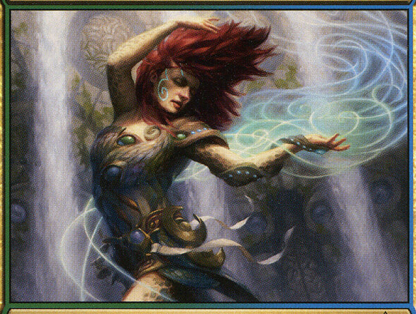
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

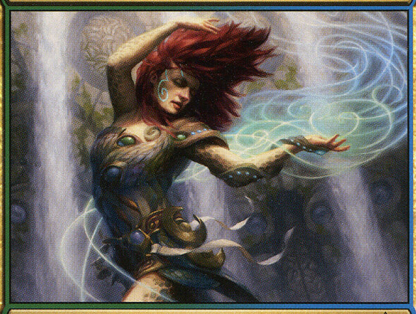
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

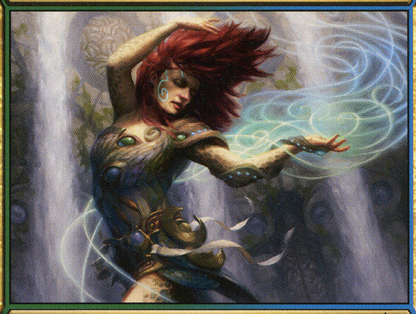
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

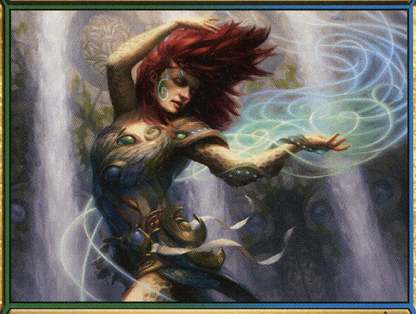
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

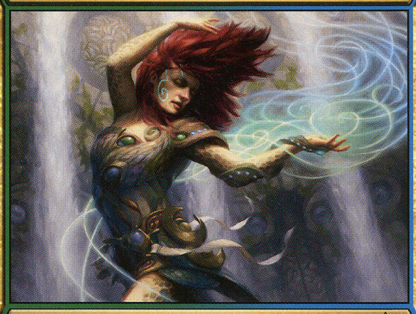
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

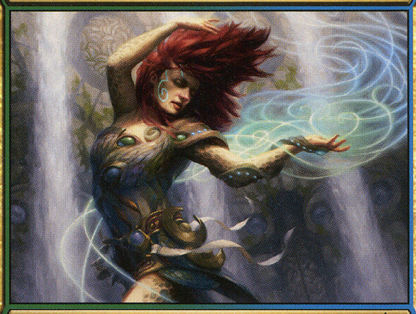
Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU



Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249

Fathom Mage 2GU

Creature — Human Wizard

Evolve *(Whenever a creature enters the battlefield under your control, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)*

Whenever a +1/+1 counter is placed on Fathom Mage, you may draw a card.

1/1

Ryan Pancoast

™ & © 2013 Wizards of the Coast 162/249