Mentor of the Meek 2



Creature — Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

Illus. Jana Schirmer & Johannes Voss

™ & © 2025 Wizards of the Coast 345

2/2

Mentor of the Meek 2

Creature — Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

Illus. Jana Schirmer & Johannes Voss

™ & © 2025 Wizards of the Coast 345

2/2

Mentor of the Meek 2

Creature — Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

Illus. Jana Schirmer & Johannes Voss

™ & © 2025 Wizards of the Coast 345

2/2

Mentor of the Meek 2



Creature — Human Soldier

Whenever another creature you control with power 2 or less enters, you may pay {1}. If you do, draw a card.

"In these halls there is no pass or fail. Your true test comes with the first full moon."

Illus. Jana Schirmer & Johannes Voss

™ & © 2025 Wizards of the Coast 345

2/2