Academy Elite 3



Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210

Academy Elite 3

Creature — Human Wizard

Academy Elite enters the battlefield with X +1/+1 counters on it, where X is the number of instant and sorcery cards in all graveyards.

2, Remove a +1/+1 counter from Academy Elite: Draw a card, then discard a card.

0/0

Volkan Baga

™ & © 2014 Wizards of the Coast 20/210