Phantom Centaur



Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur



Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur



Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur



Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143

Phantom Centaur

Creature — Centaur Spirit

Protection from black

Phantom Centaur comes into play with three +1/+1 counters on it.

If damage would be dealt to Phantom Centaur, prevent that damage. Remove a +1/+1 counter from Phantom Centaur.

Carl Critchlow

SB

2/0

™ & © 1993-2003 Wizards of the Coast, Inc. 127/143