Might Weaver



Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver



Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver



Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver



Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383

Might Weaver

Creature — Human Wizard

2: Target red or white creature gains trample until end of turn. *(If it would deal enough combat damage to its blockers to destroy them, you may have it deal the rest of its damage to defending player.)*

"Let my strength harden your resolve."

Larry Elmore

2/1

™ & © 1993-2007 Wizards of the Coast, Inc. 278/383