Charming Prince 1W



Creature — Human Noble

When Charming Prince enters the battlefield, choose one —
- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

335 R
ELD • EN Randy Vargas

™ & © 2019 Wizards of the Coast

Charming Prince 1W



Creature — Human Noble

When Charming Prince enters the battlefield, choose one —
- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

335 R
ELD • EN Randy Vargas

™ & © 2019 Wizards of the Coast

Charming Prince 1W



Creature — Human Noble

When Charming Prince enters the battlefield, choose one —
- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

335 R
ELD • EN Randy Vargas

™ & © 2019 Wizards of the Coast

Charming Prince 1W



Creature — Human Noble

When Charming Prince enters the battlefield, choose one —
- Scry 2.
- You gain 3 life.
- Exile another target creature you own. Return it to the battlefield under your control at the beginning of the next end step.

2/2

335 R
ELD • EN Randy Vargas

™ & © 2019 Wizards of the Coast