Tidebinder Mage



Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage



Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage



Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage



Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249

Tidebinder Mage

Creature — Merfolk Wizard

When Tidebinder Mage enters the battlefield, tap target red or green creature an opponent controls. That creature doesn't untap during its controller's untap step for as long as you control Tidebinder Mage.

2/2

John Severin Brassell

™ & © 2013 Wizards of the Coast 73/249