Shieldmage Elder 5



Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5



Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5



Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5



Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3

Shieldmage Elder 5

Creature — Cleric Wizard

Tap two untapped Clerics you control: Prevent all damage target creature would deal this turn.

Tap two untapped Wizards you control: Prevent all damage target spell would deal this turn.

*"You may fight if I deem your cause worthy."*

Illus. Christopher Moeller

™ & © 1993–2002 Wizards of the Coast, Inc. 54/350

2/3