Immaculate Magistrate



Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate



Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate



Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate



Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast

Immaculate Magistrate

Creature — Elf Shaman

{T}: Put a +1/+1 counter on target creature for each Elf you control.

Elves of the immaculate class weave flora into living creatures—sometimes to endorse an elite warrior, sometimes to create a breathing work of art.

2/2

117/320 R
CMA • EN
Jim Nelson

™ & © 2017 Wizards of the Coast