Magus of the Disk 2



Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4

Magus of the Disk 2

Creature — Human Wizard

Magus of the Disk comes into play tapped.
1, : Destroy all artifacts, creatures, and enchantments.

Studying the journals of the necromage Nevinyrral leaves disciples gripped with the urge to exercise his draconian judgment.

Jeremy Jarvis
™ & © 1993–2006 Wizards of the Coast, Inc. 27/301

2/4