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Saltfield Time Wizard

Magic Arcana
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The card **Saltfield Recluse** was designed to be a throwback to *Urza's Saga's* **Sanctum Custodian**. Instead of preventing damage, it reduces power, which lets it interact better with [power/toughness switching cards](#) such as **Merfolk Thaumaturgist**. Render a creature powerless, then flip that zero around to the toughness half of the slash—die, 2-power guy!



The Recluse's flavor text even references the link to **Sanctum Custodian's** "double **Samite Healer**" ability:

He remembers a past of light and healing. But he lives the bitter present—parching salt, scouring wind, and the withering heat of the desert.

The art was originally commissioned for another card, a white-aligned wizard with some ability to "stutter through time." You'll recognize the design of **Saltfield Recluse** as being based on this shot from the *Time Spiral* style guide on white aligned *wizards*; clerics look slightly different and have a more rounded headdress rather than the tall tower mask.

Saltfield_Recluse_640

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White Wizards

There are not many wizards left but some know magical spells to stop the winds and protect the villages from attack.



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