Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2

Arms Scavenger {1}{R}



Creature – Human Warrior

At the beginning of your upkeep, draft a card from Arms Scavenger's spellbook, then exile it. Until end of turn, you may play that card.
Equip abilities you activate cost {1} less to activate.

David Robert Hovey

2/2