Abzan Beastmaster 2



Creature — Hound Shaman

At the beginning of your upkeep, draw a card if you control the creature with the greatest toughness or tied for the greatest toughness.

His beasts move the great siege towers of the Abzan across the endless sands.

2/1

000 / 000 P MOPR Store May 2015
PRM • EN Scott Murphy

Abzan Beastmaster 2

Creature — Hound Shaman

At the beginning of your upkeep, draw a card if you control the creature with the greatest toughness or tied for the greatest toughness.

His beasts move the great siege towers of the Abzan across the endless sands.

2/1

000 / 000 P MOPR Store May 2015
PRM • EN Scott Murphy

Abzan Beastmaster 2

Creature — Hound Shaman

At the beginning of your upkeep, draw a card if you control the creature with the greatest toughness or tied for the greatest toughness.

His beasts move the great siege towers of the Abzan across the endless sands.

2/1

000 / 000 P MOPR Store May 2015
PRM • EN Scott Murphy

Abzan Beastmaster 2



Creature — Hound Shaman

At the beginning of your upkeep, draw a card if you control the creature with the greatest toughness or tied for the greatest toughness.

His beasts move the great siege towers of the Abzan across the endless sands.

2/1

000 / 000 P MOPR Store May 2015
PRM • EN Scott Murphy