## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast


## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast


## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast


## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast


## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast

## Seekers' Squire



Creature — Human Scout

When Seekers' Squire enters the battlefield, it explores. *(Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

*Dusk follows the light.*

1/2

087/331 C
2X2 • EN ANTHONY PALUMBO

™ & © 2022 Wizards of the Coast