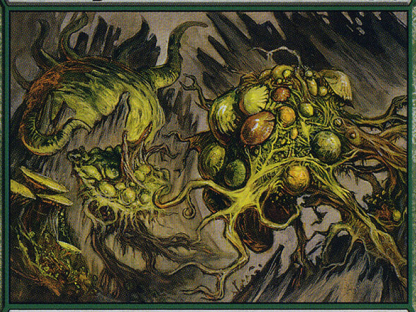
Hunting Wilds



Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

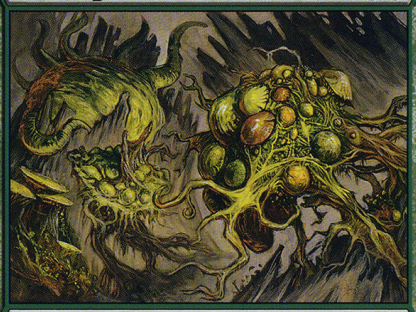
Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds



Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

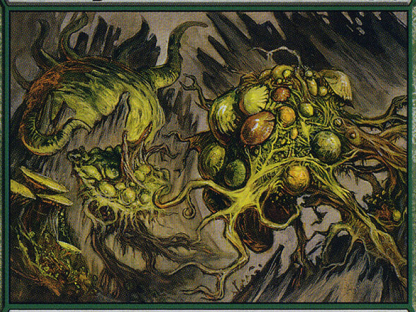
Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds



Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

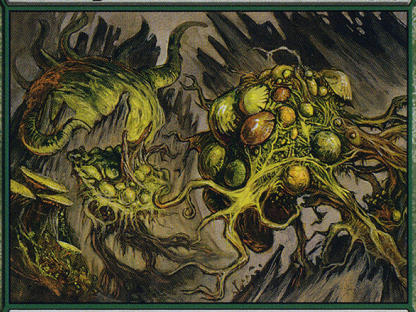
Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds



Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165

Hunting Wilds

Sorcery

Kicker 3 *(You may pay an additional 3 as you play this spell.)*

Search your library for up to two Forest cards and put them into play tapped. Then shuffle your library.

If the kicker cost was paid, untap all Forests put into play this way. They become 3/3 green creatures with haste that are still lands.

Steve Ellis

™ & © 1993-2007 Wizards of the Coast, Inc. 130/165