Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR



Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306

Hunted Dragon 3RR

Creature — Dragon

Flying, haste

When Hunted Dragon comes into play, put three 2/2 white Knight creature tokens with first strike into play under target opponent's control.

The knights see a mighty quarry. The dragon sees breakfast, lunch, and dinner.

Mark Zug

6/6

™ & © 1993-2005 Wizards of the Coast, Inc. 131/306