Salt Road Ambushers



Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast

Salt Road Ambushers

Creature — Hound Warrior

Whenever another permanent you control is turned face up, if it's a creature, put two +1/+1 counters on it.

Megamorph 3 *(You may cast this card face down as a 2/2 creature for 3. Turn it face up any time for its megamorph cost and put a +1/+1 counter on it.)*

3/3

198/264 U
DTK • EN Joseph Meehan

™ & © 2015 Wizards of the Coast