Kor Cartographer 3



Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3



Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3



Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3



Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249

Kor Cartographer 3

Creature — Kor Scout

When Kor Cartographer enters the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle your library.

Kor have no concept of exploration. They return to homelands forgotten.

2/2

Ryan Pancoast

™ & © 1993–2009 Wizards of the Coast LLC 18/249