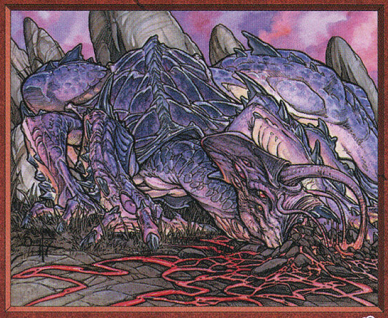
Pallimud 2R



Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

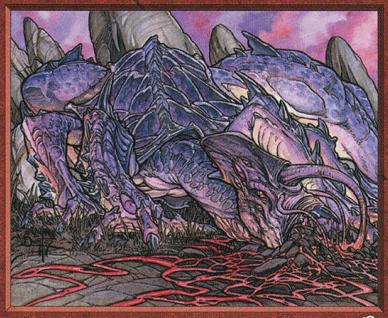
Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R



Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

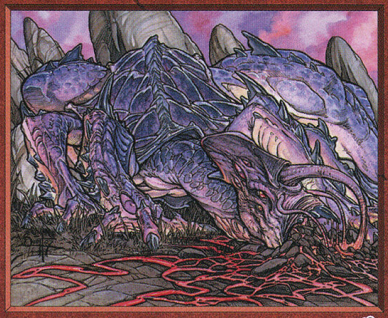
Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R



Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

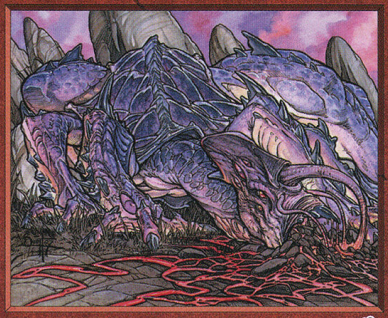
Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R



Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3

Pallimud 2R

Summon Beast

Pallimud has power equal to the number of tapped lands target opponent controls.

The old Vec tell tales of a beast that fed on scraps but turned its nose up at the lavish banquet they set in its honor.

Illus. Quinton Hoover
©1997 Wizards of the Coast, Inc

*/3