Seasoned Dungeoneer 3



Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast

Seasoned Dungeoneer 3

Creature — Human Warrior

When Seasoned Dungeoneer enters the battlefield, you take the initiative.

Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores.

3/4

610 R
CLB • EN John Stanko

™ & © 2022 Wizards of the Coast