

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner 1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
 RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast

Rubblebelt Runner
1

Creature — Viashino Warrior

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Slizt Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them skulkers and cowards, but only from a safe distance.

3/3

202/259 C
RNA • EN • DERUCHENKO ALEXANDER

TM & © 2019 Wizards of the Coast