Tuskguard Captain {2}{G}



Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast

Tuskguard Captain {2}{G}

Creature — Human Warrior

Outlast {G} ({G}, {T}: *Put a +1/+1 counter on this creature. Outlast only as a sorcery.*)
Each creature you control with a +1/+1 counter on it has trample.

One quiet word sets off the stampede.

2/3

147/312 U
CM2 • EN ► Aaron Miller
™ & © 2018 Wizards of the Coast