Snarling Gorehound



Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast

Snarling Gorehound

Creature — Dog

Menace

Whenever another creature with power 2 or less enters the battlefield under your control, surveil 1. *(Look at the top card of your library. You may put it into your graveyard.)*

"I'd offer your dog a treat, but I'm afraid I don't have any appendages to spare."
—Alquist Proft, to Judith

1/1

C 0105
MKM • EN ✒John Tedrick
™ & © 2024 Wizards of the Coast