Carnassid 4



Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4



Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4



Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4



Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4

Carnassid 4

Summon Beast

Trample

1: Regenerate Carnassid.

The hunter would never forget the time or place where he first met the carnassid, for they buried him there.

Illus. Brom

©1998 Wizards of the Coast, Inc.

5/4