Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1



Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155

Signal Pest 1

Artifact Creature — Pest

Battle cry *(Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)*

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug

™ & © 1993–2011 Wizards of the Coast LLC 131/155