Makindi Sliderunner 1R



Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R



Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R



Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R



Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1

Makindi Sliderunner 1R

Creature – Beast

Trample
Landfall — Whenever a land you control enters, Makindi Sliderunner gets +1/+1 until end of turn.

Matt Stewart

2/1