Keeper of the Beasts



Summon Wizard

, : Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.

Illus. rk post

©1993–1998 Wizards of the Coast, Inc. 112/143

1/2

Keeper of the Beasts



Summon Wizard

, : Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.

Illus. rk post

©1993–1998 Wizards of the Coast, Inc. 112/143

1/2

Keeper of the Beasts



Summon Wizard

, : Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.

Illus. rk post

©1993–1998 Wizards of the Coast, Inc. 112/143

1/2

Keeper of the Beasts



Summon Wizard

, : Put a Beast token into play. Treat this token as a 2/2 green creature. Play this ability only if target opponent controls more creatures than you.

Illus. rk post

©1993–1998 Wizards of the Coast, Inc. 112/143

1/2