Mardu Devotee



Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee



Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee



Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee



Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast

Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast



Mardu Devotee

Creature — Human Scout

When this creature enters, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)*

{1}: Add {R}, {W}, or {B}. Activate only once each turn.

Eskeg and his companion stood watch, the sights of the steppe a constant inspiration.

1/2

C 0016
TDM • EN Lorenzo Mastroianni
™ & © 2025 Wizards of the Coast