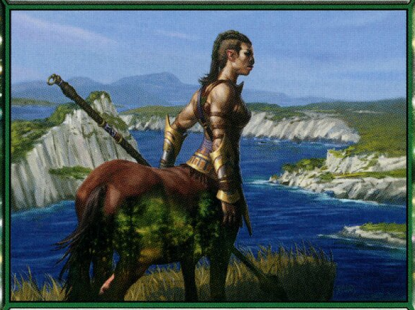
Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

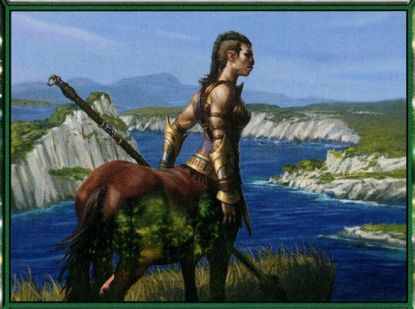
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

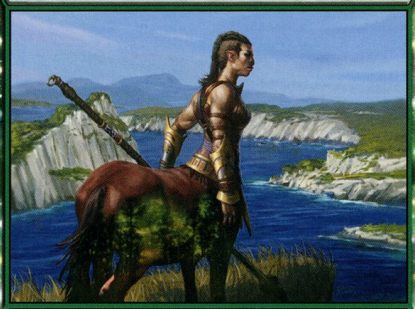
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

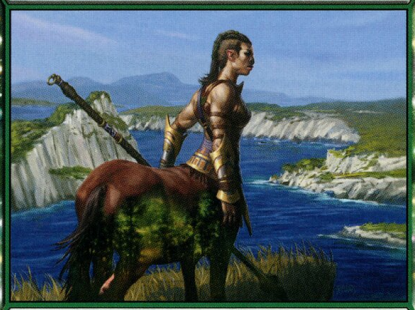
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

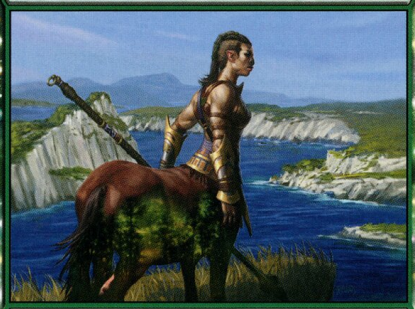
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

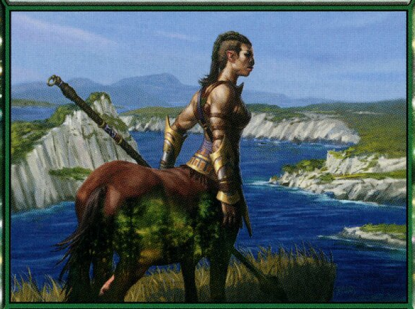
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

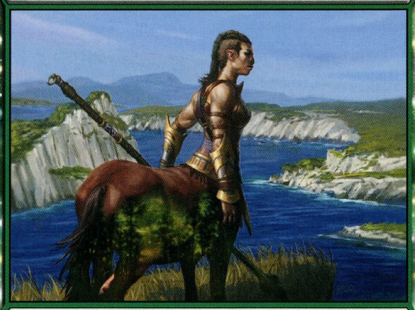
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

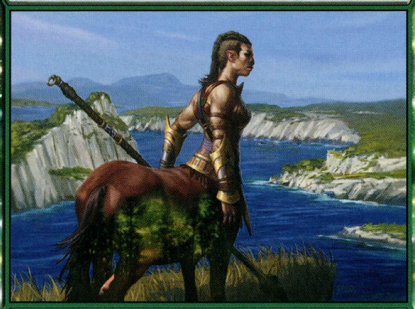
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

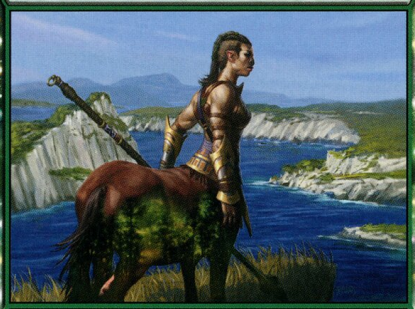
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

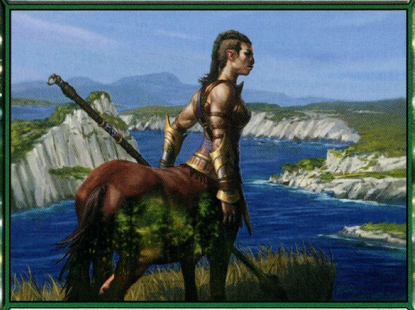
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

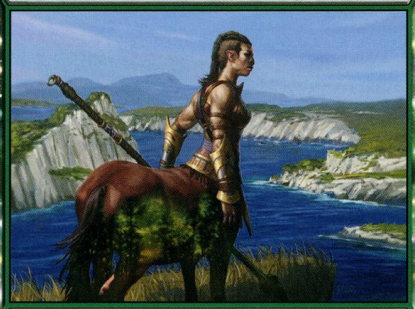
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

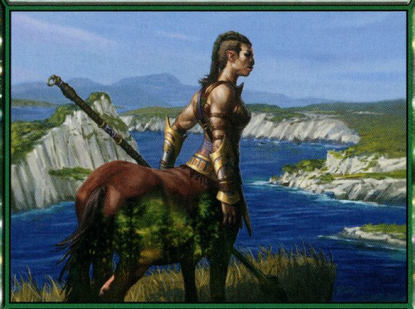
Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG



Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165

Courser of Kruphix 1GG

Enchantment Creature — Centaur

Play with the top card of your library revealed.
You may play the top card of your library if it's a land card.
Whenever a land enters the battlefield under your control, you gain 1 life.

2/4

Eric Deschamps
™ & © 2014 Wizards of the Coast 119/165