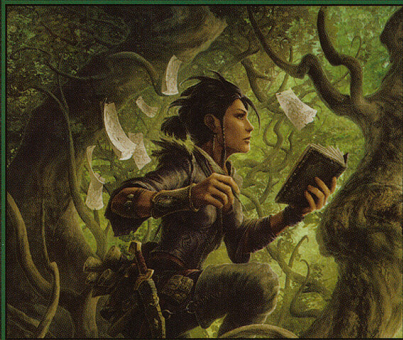


Mwonvuli Beast Tracker



Creature — Human Scout



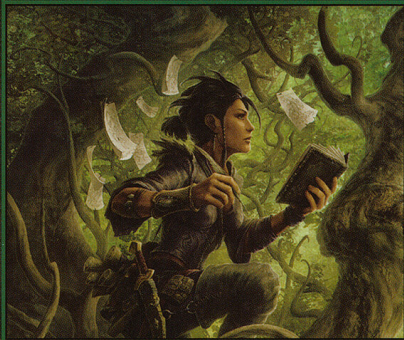
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



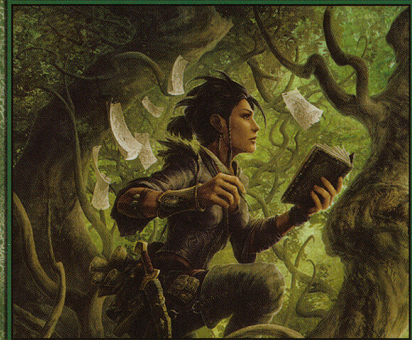
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



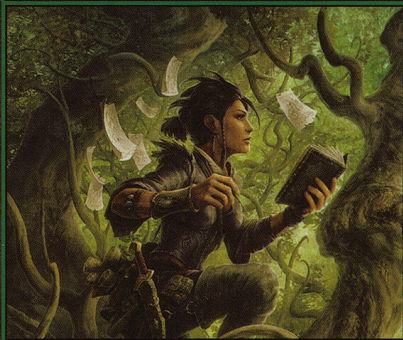
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



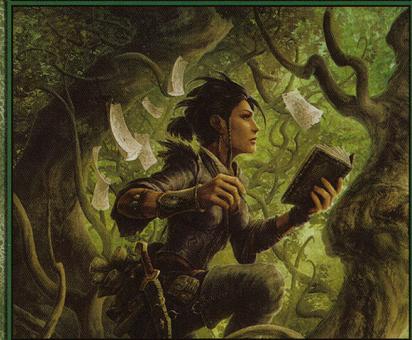
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



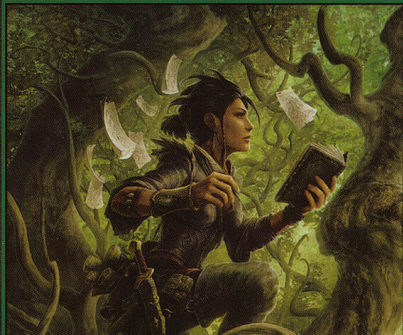
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



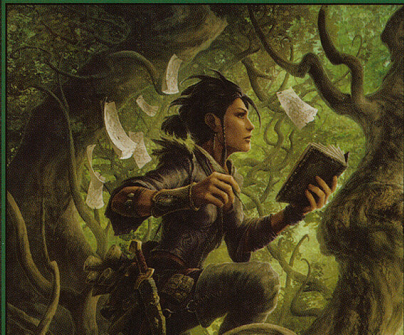
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



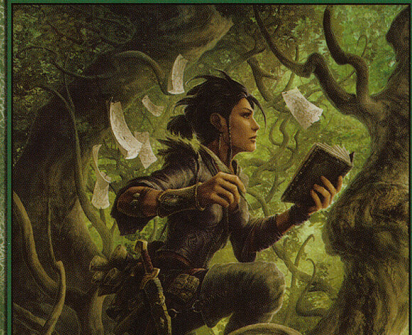
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



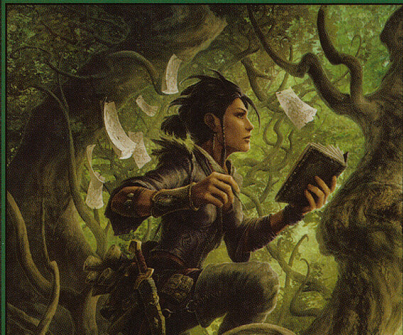
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



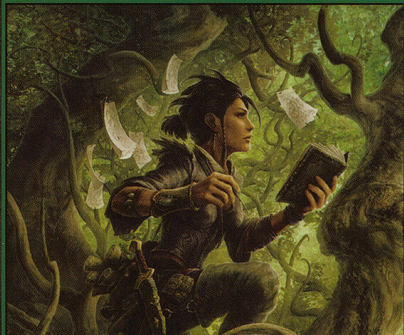
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



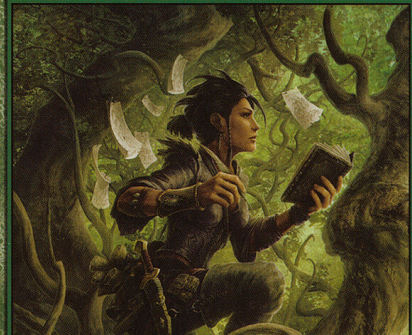
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

— Jason A. Engle

2/1

© 1993–2012 Wizards of the Coast LLC • 177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



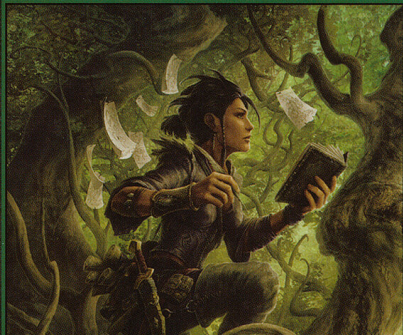
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



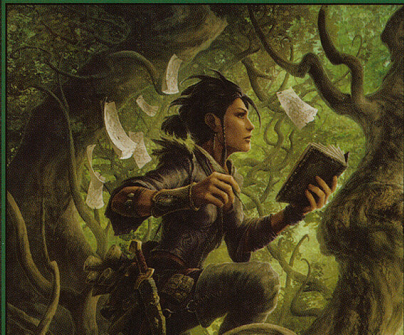
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



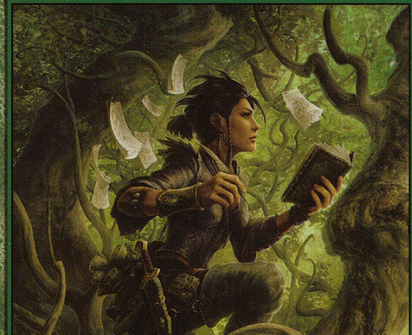
When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day

Mwonvuli Beast Tracker



Creature — Human Scout



When Mwonvuli Beast Tracker enters the battlefield, search your library for a creature card with deathtouch, hexproof, reach, or trample and reveal it. Shuffle your library and put that card on top of it.

Jason A. Engle

2/1

© 1993-2012 Wizards of the Coast LLC #177/249 Game Day