Wild Mongrel 1



Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1



Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1



Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1



Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2

Wild Mongrel 1

Creature — Hound

Discard a card from your hand: Wild Mongrel gets +1/+1 and becomes the color of your choice until end of turn.

It teaches you *to play dead.*

Illus. Anthony S. Waters

™ & © 1993–2001 Wizards of the Coast, Inc. 283/350

2/2