Ogre Errant



Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant



Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant



Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant



Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast

Ogre Errant

Creature — Ogre Knight

Whenever Ogre Errant attacks, another target attacking Knight gains menace until end of turn. *(It can't be blocked except by two or more creatures.)*

Knights kept returning from Ogre's Pass wearing nothing but bruises, so they decided to just pretend it was on their side.

3/4

132/269 C
ELD • EN Mitchell Malloy

™ & © 2019 Wizards of the Coast