Quagnoth

Creature — Beast

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Shroud *(This permanent can't be the target of spells or abilities.)*

When a spell or ability an opponent controls causes you to discard Quagnoth, return it to your hand.

Thomas M. Baxa

™ & © 1993–2007 Wizards of the Coast, Inc. 150/180

4/5

Quagnoth

Creature — Beast

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Shroud *(This permanent can't be the target of spells or abilities.)*

When a spell or ability an opponent controls causes you to discard Quagnoth, return it to your hand.

Thomas M. Baxa

™ & © 1993–2007 Wizards of the Coast, Inc. 150/180

4/5

Quagnoth

Creature — Beast

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Shroud *(This permanent can't be the target of spells or abilities.)*

When a spell or ability an opponent controls causes you to discard Quagnoth, return it to your hand.

Thomas M. Baxa

™ & © 1993–2007 Wizards of the Coast, Inc. 150/180

4/5

Quagnoth

Creature — Beast

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Shroud *(This permanent can't be the target of spells or abilities.)*

When a spell or ability an opponent controls causes you to discard Quagnoth, return it to your hand.

Thomas M. Baxa

™ & © 1993–2007 Wizards of the Coast, Inc. 150/180

4/5