Reaper of the Wilds 2BG



Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249

Reaper of the Wilds 2BG

Creature — Gorgon

Whenever another creature dies, scry 1. *(Look at the top card of your library. You may put that card on the bottom of your library.)*

B: Reaper of the Wilds gains deathtouch until end of turn.

1G: Reaper of the Wilds gains hexproof until end of turn.

Karl Kopinski

4/5

™ & © 2013 Wizards of the Coast 201/249