Anarchist 4R



Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2

Anarchist 4R

Creature — Townsfolk

When Anarchist comes into play, you may return target sorcery card from your graveyard to your hand.

Those who will not follow are doomed to lead.

Illus. Greg & Tim Hildebrandt
™ & © 1993–2001 Wizards of the Coast, Inc. 173/350

2/2