Hooting Mandrills

5



Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5



Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5



Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast

Hooting Mandrills

5

Creature — Ape

Delve *(Each card you exile from your graveyard while casting this spell pays for* {1}*.)*
Trample

Interlopers in Sultai territory usually end up as crocodile chow or baboon bait.

4/4

170/254 C
UMA • EN
Mike Bierek

™ & © 2018 Wizards of the Coast