Bonded Fetch



Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch



Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch



Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch



Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2

Bonded Fetch

Creature — Homunculus

Defender, haste

{T}: Draw a card, then discard a card.

A well-made homunculus grooms the mind of its master, pruning the thoughts that lead to madness. Few loredelvers survive the study of the infinite without one.

Brandon Kitkouski

™ & © 1993–2007 Wizards of the Coast, Inc. 50/180

0/2