Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350

Canyon Wildcat 1R

Creature — Cat 8

Mountainwalk *(This creature is unblockable as long as defending player controls a Mountain.)*

In the warrior kingdom of Keld, the cats used in the hunt are prized for their tracking sense and ability to climb walls.

2/1

Gary Leach

™ & ©1993-2003 Wizards of the Coast, Inc. 181/350