Lone Missionary {1}{W}



Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}



Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}



Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast

Lone Missionary {1}{W}

Creature — Kor Monk

When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

2/1

049/082 C
DDN • EN
Svetlin Velinov

™ & © 2014 Wizards of the Coast