Gang of Elk 5



Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5



Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5



Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5



Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4

Gang of Elk 5

Creature — Beast 7

Whenever Gang of Elk becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

"I felt the ground shake, so I hid in my tent until the earthquake passed. It passed all right, and it left hoofprints."
—Femeref explorer

Illus. Thomas Gianni
™ & © 1993–2001 Wizards of the Coast, Inc. 247/350
5/4