

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301

Herd Gnarr

3



Creature — Beast



Whenever another creature comes into play under your control, Herd Gnarr gets +2/+2 until end of turn.

Long ago, the solitary gnarr was a sign of good luck. Now they have become wild pack hunters, a sign of impending danger.

Daren Bader

2/2

© 1993-2006 Wizards of the Coast, Inc. 200/301