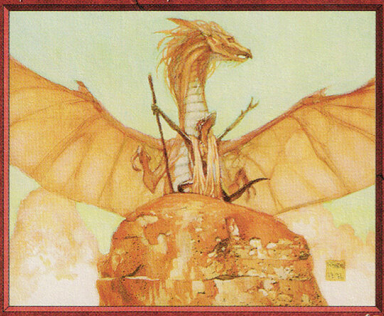
Zirilan of the Claw 3



Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

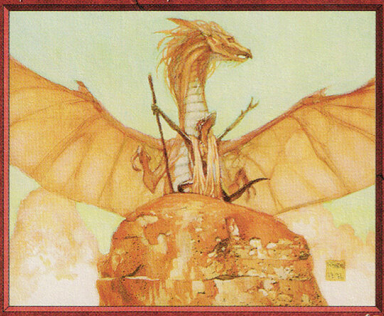
Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3



Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

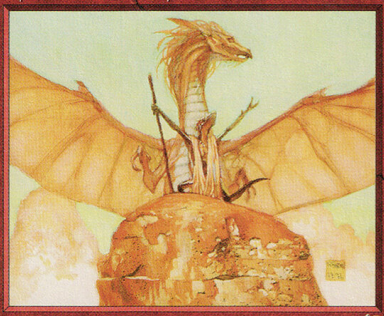
Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3



Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

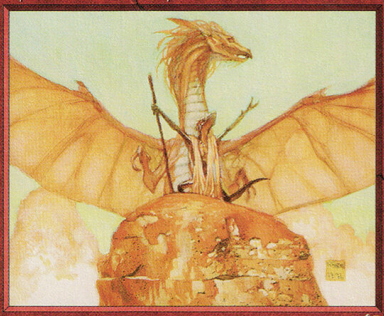
Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3



Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4

Zirilan of the Claw 3

Summon Legend

1, : Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at end of any turn.

Illus. Andrew Robinson
©1996 Wizards of the Coast, Inc. All rights reserved.
3/4