Flame-Kin Zealot



Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot



Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot



Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot



Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306

Flame-Kin Zealot

Creature — Elemental Berserker

When Flame-Kin Zealot comes into play, creatures you control get +1/+1 and gain haste until end of turn.

Boros soldiers are like a cache of bombs ready to explode, and the flame-kin light their fuses.

Arnie Swekel

2/2

™ & © 1993-2005 Wizards of the Coast, Inc. 206/306