Blind Hunter 2 ✳ 💀



Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀

Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀

Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀



Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀

Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀



Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀

Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165

Blind Hunter 2 ✳ 💀

Creature — Bat

Flying

Haunt *(When this card is put into a graveyard from play, remove it from the game haunting target creature.)*

When Blind Hunter comes into play or the creature it haunts is put into a graveyard, target player loses 2 life and you gain 2 life.

Warren Mahy

2/2

™ & © 1993-2006 Wizards of the Coast, Inc. 102/165