Irresistible Prey



Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey



Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey



Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248

Irresistible Prey

Sorcery

Target creature must be blocked this turn if able.

Draw a card.

The baloth's instincts boiled, its muscles pulled taut, and its razor-spines bristled, as it turned to face—a runt meepling.

Jesper Ejsing

™ & © 1993-2010 Wizards of the Coast LLC 188/248