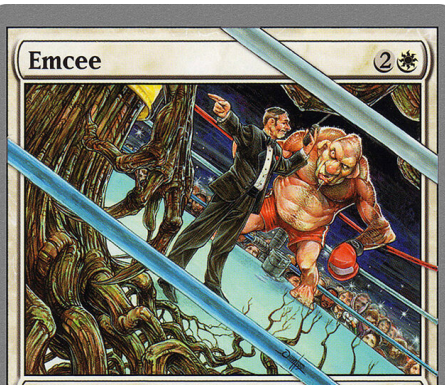
Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

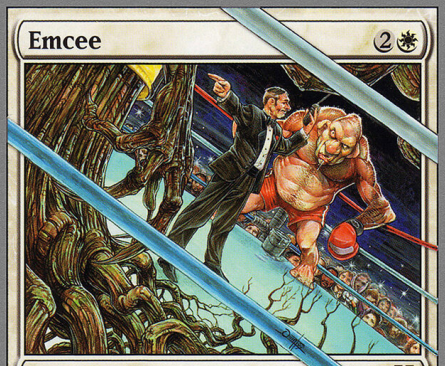
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

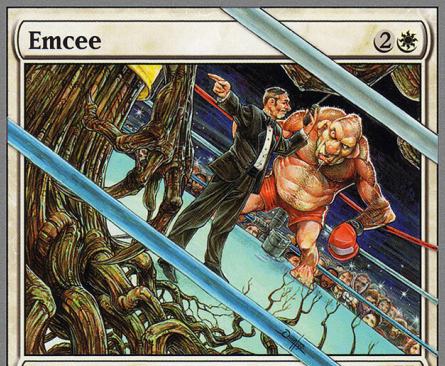
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

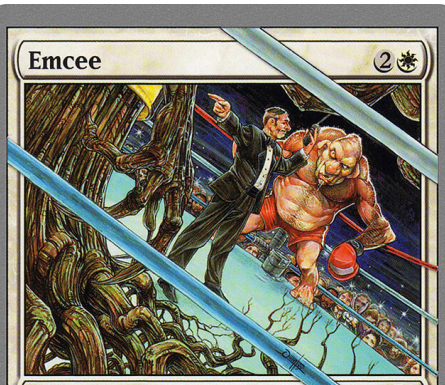
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

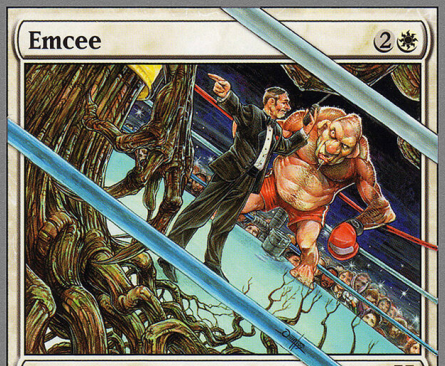
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

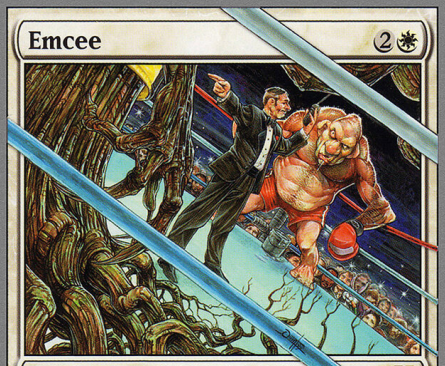
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

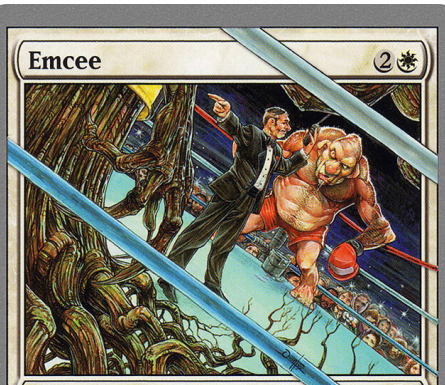
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

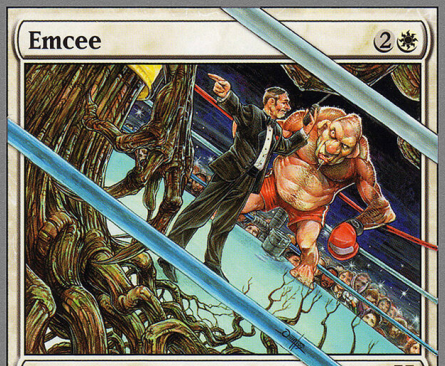
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

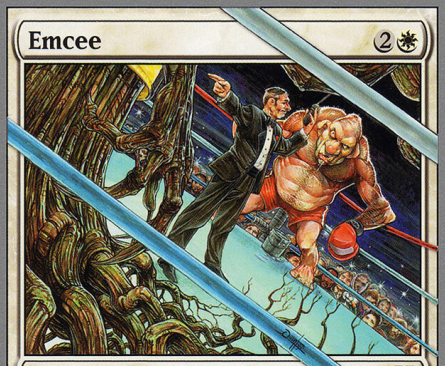
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

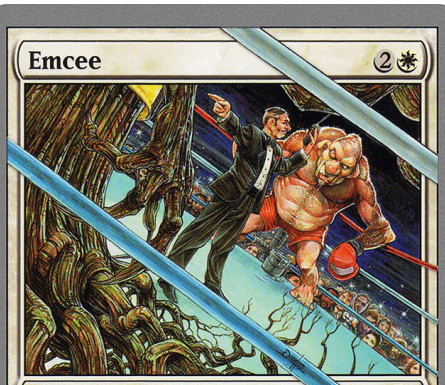
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

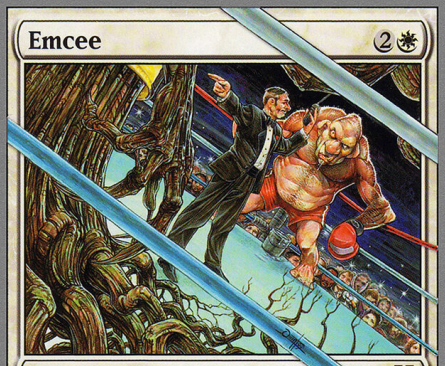
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

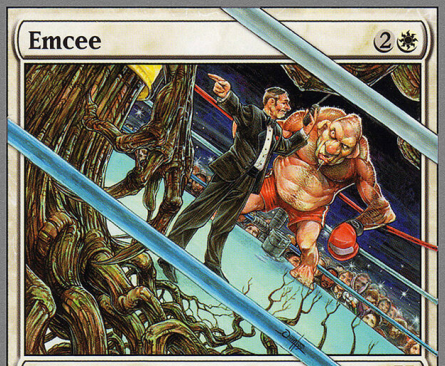
The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2



Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1

Emcee 2

Creature — Human Rogue U

Whenever another creature comes into play, you may stand up and say in a deep, booming voice "Presenting . . . " and that creature's name. If you do, put a +1/+1 counter on that creature.

The ogre appealed the match loss and got it downgraded to a warning.

Quinton Hoover

™ & © 1993–2004 Wizards of the Coast, Inc. 9/140 Two-Way

0/1