

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993–2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248

Lone Missionary

1*



Creature — Kor Monk



When Lone Missionary enters the battlefield, you gain 4 life.

His mission has become a grim pilgrimage, a tour of the Eldrazi-stricken outposts across Zendikar. But he marches on alone, stubborn as the daily dawn.

Svetlin Velinov

2/1

™ & © 1993-2010 Wizards of the Coast LLC 34/248