Halsin, Emerald Archdruid

3



Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3



Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3



Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3



Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast

Halsin, Emerald Archdruid

3

Legendary Creature — Elf Druid

1 : Until end of turn, target token you control becomes a green Bear creature with base power and toughness 4/4 in addition to its other colors and types.

Choose a Background

2/4

408 U
CLB • EN
Mark A. Nelson

™ & © 2022 Wizards of the Coast