Anara, Wolvid Familiar 3G



Legendary Creature — Wolf Beast

As long as it's your turn, commanders you control have indestructible.
(Effects that say "destroy" don't destroy them. A creature with indestructible can't be destroyed by damage.)

Partner *(You can have two commanders if both have partner.)*

4/4

214/361 U
CMR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Anara, Wolvid Familiar 3G



Legendary Creature — Wolf Beast

As long as it's your turn, commanders you control have indestructible.
(Effects that say "destroy" don't destroy them. A creature with indestructible can't be destroyed by damage.)

Partner *(You can have two commanders if both have partner.)*

4/4

214/361 U
CMR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Anara, Wolvid Familiar 3G



Legendary Creature — Wolf Beast

As long as it's your turn, commanders you control have indestructible.
(Effects that say "destroy" don't destroy them. A creature with indestructible can't be destroyed by damage.)

Partner *(You can have two commanders if both have partner.)*

4/4

214/361 U
CMR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast

Anara, Wolvid Familiar 3G



Legendary Creature — Wolf Beast

As long as it's your turn, commanders you control have indestructible.
(Effects that say "destroy" don't destroy them. A creature with indestructible can't be destroyed by damage.)

Partner *(You can have two commanders if both have partner.)*

4/4

214/361 U
CMR • EN
Jesper Ejsing

™ & © 2020 Wizards of the Coast