Primal Adversary



Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast

Primal Adversary

Creature — Wolf

Trample

When Primal Adversary enters the battlefield, you may pay 1 any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

194/277 M
MID • EN Ilse Gort

™ & © 2021 Wizards of the Coast