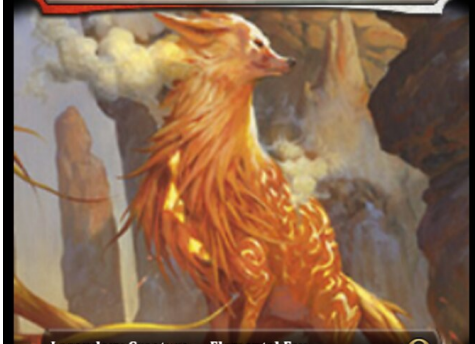
Zirda, the Dawnwaker



Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

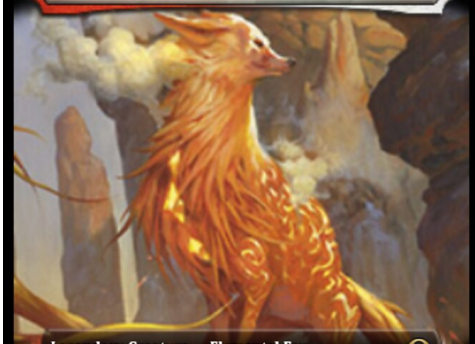
Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker



Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

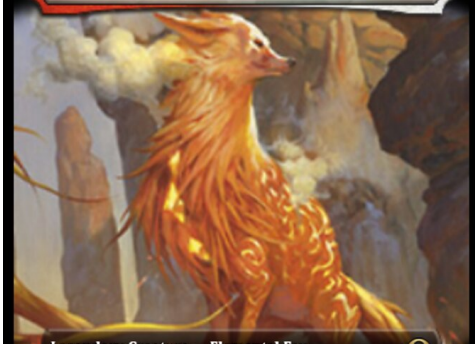
Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker



Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

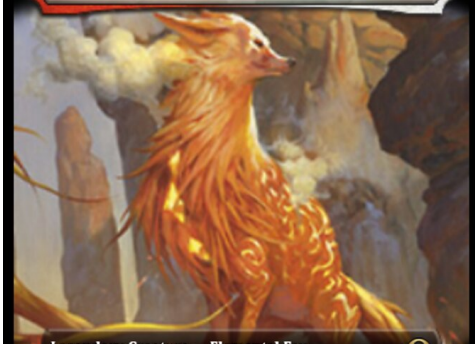
Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker



Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN

Zirda, the Dawnwaker

Legendary Creature — Elemental Fox

Companion — Each permanent card in your starting deck has an activated ability. *(If this card is your chosen companion, you may put it into your hand from outside the game for 3 any time you could cast a sorcery.)*

Abilities you activate that aren't mana abilities cost 2 less to activate. This effect can't reduce the mana in that cost to less than one mana.

{T}, {C}: Target creature can't block this turn.

3/3

0000 / 115
PRM • EN