Furycalm Snarl



Land

As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.

{T}: Add {R} or {W}.

"Too long I have stayed my hand. No more."
—The War Doctor

R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast

Furycalm Snarl
Land
As Furycalm Snarl enters the battlefield, you may reveal a Mountain or Plains card from your hand. If you don't, Furycalm Snarl enters the battlefield tapped.
{T}: Add {R} or {W}.
"Too long I have stayed my hand. No more."
—The War Doctor
R 0283
WHO • EN ✒ Evan Shipard
© BBC
™ & © 2023 Wizards of the Coast