Kessig Naturalist



Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast

Kessig Naturalist

Creature — Human Werewolf

Whenever Kessig Naturalist attacks, add {R} or {G}. Until end of turn, you don't lose this mana as steps and phases end.

Daybound

3/3

2/2

310 U
MID • EN ✒ Rafael Albuquerque

™ & © 2021 Wizards of the Coast