
Primal Plasma
3
Creature — Elemental Shapeshifter
As Primal Plasma enters the battlefield, it becomes your choice of a 3/3 creature, a 2/2 creature with flying, or a 1/6 creature with defender.
Tocasia brushed the gears and cogs from the table. There, before two wide-eyed brothers, she began a lesson on raw elemental magic.
Luca Zontini
★/★
™ & © 1993–2012 Wizards of the Coast LLC 23/156