Gwyllion Hedge-Mage



Creature — Hag Wizard

When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.

When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.

2/2

201/320 U
CMA • EN Todd Lockwood

™ & © 2017 Wizards of the Coast

Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast
Gwyllion Hedge-Mage
Creature — Hag Wizard
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Plains, you may create a 1/1 white Kithkin Soldier creature token.
When Gwyllion Hedge-Mage enters the battlefield, if you control two or more Swamps, you may put a -1/-1 counter on target creature.
2/2
201/320 U
CMA • EN Todd Lockwood
™ & © 2017 Wizards of the Coast