Primal Boost {2}{G}



Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast

Primal Boost {2}{G}

Instant

Target creature gets +4/+4 until end of turn.

Cycling {2}{G} *({2}{G}, Discard this card: Draw a card.)*

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

173/261 C
DMR • EN
Eric Peterson

™ & © 2023 Wizards of the Coast