

Primal Might



Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control.

*The shaman looked at the world through Ghalta's eyes and understood that everything else was his prey.*

R 0283

SOC • EN

RANDY VARGAS

™ & © 2026 Wizards of the Coast

Primal Might



Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control.

*The shaman looked at the world through Ghalta's eyes and understood that everything else was his prey.*

R 0283

SOC • EN

RANDY VARGAS

™ & © 2026 Wizards of the Coast

Primal Might



Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control.

*The shaman looked at the world through Ghalta's eyes and understood that everything else was his prey.*

R 0283

SOC • EN

RANDY VARGAS

™ & © 2026 Wizards of the Coast

Primal Might



Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control.

*The shaman looked at the world through Ghalta's eyes and understood that everything else was his prey.*

R 0283

SOC • EN

RANDY VARGAS

™ & © 2026 Wizards of the Coast