Primal Adversary {2}{G}



Creature — Wolf

Trampl
When Primal Adversary enters the battlefield, you may pay {1}{G} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on Primal Adversary, then up to that many target lands you control become 3/3 Wolf creatures with haste that are still lands.

4/3

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