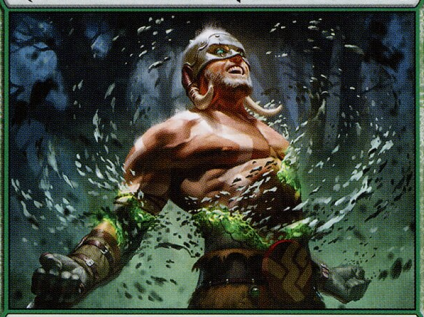
Return of the Wildspeaker



Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

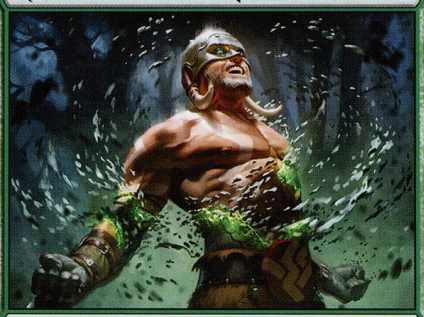
Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker



Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

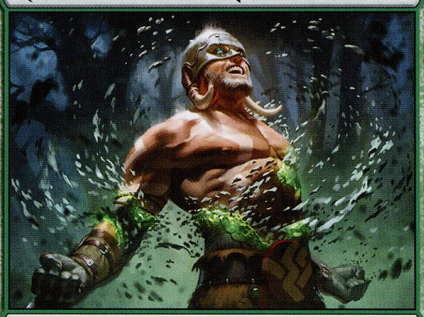
Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker



Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

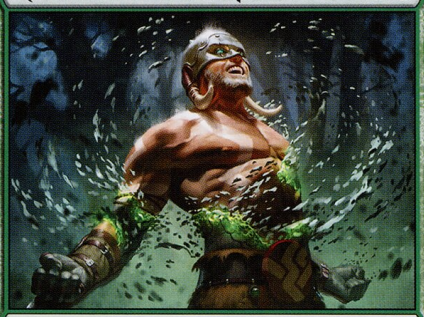
Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker



Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast

Return of the Wildspeaker

Instant

Choose one —
- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

"The curse is broken."

172/269 R Story Spotlight
ELD • EN
Chris Rallis
mtgstory.com
™ & © 2019 Wizards of the Coast