Hungry Ridgewolf {1}{R}



Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}



Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}



Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast

Hungry Ridgewolf {1}{R}

Creature — Wolf

As long as you control another Wolf or Werewolf, this creature gets +1/+0 and has trample.

Even vampires know to travel faster when they hear howling in the Geier Reach passes.

2/2

C 0160
INR • EN
Olena Richards

™ & © 2025 Wizards of the Coast