Greenbelt Radical



Creature — Centaur Citizen

Disguise 5 *(You may cast this card face down for 3 as a 2/2 creature with ward 2. Turn it face up any time for its disguise cost.)*

When Greenbelt Radical is turned face up, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

4/4

U 0163
MKM • EN Andreia Ugrai
™ & © 2024 Wizards of the Coast

Greenbelt Radical

Creature — Centaur Citizen

Disguise 5 *(You may cast this card face down for 3 as a 2/2 creature with ward 2. Turn it face up any time for its disguise cost.)*

When Greenbelt Radical is turned face up, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

4/4

U 0163
MKM • EN Andreia Ugrai
™ & © 2024 Wizards of the Coast

Greenbelt Radical

Creature — Centaur Citizen

Disguise 5 *(You may cast this card face down for 3 as a 2/2 creature with ward 2. Turn it face up any time for its disguise cost.)*

When Greenbelt Radical is turned face up, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

4/4

U 0163
MKM • EN Andreia Ugrai
™ & © 2024 Wizards of the Coast

Greenbelt Radical

Creature — Centaur Citizen

Disguise 5 *(You may cast this card face down for 3 as a 2/2 creature with ward 2. Turn it face up any time for its disguise cost.)*

When Greenbelt Radical is turned face up, put a +1/+1 counter on each creature you control. Creatures you control gain trample until end of turn.

4/4

U 0163
MKM • EN Andreia Ugrai
™ & © 2024 Wizards of the Coast