Conclave Sledge-Captain 5



Creature — Elephant Soldier

Backup 1, backup 1, backup 1 *(When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn. Each backup ability triggers separately.)*

Trample

Whenever this creature deals combat damage to a player, put that many +1/+1 counters on it.

4/4

R 0036
MOC • EN ✒ Ilse Gort

™ & © 2023 Wizards of the Coast

Conclave Sledge-Captain 5

Creature — Elephant Soldier

Backup 1, backup 1, backup 1 *(When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn. Each backup ability triggers separately.)*

Trample

Whenever this creature deals combat damage to a player, put that many +1/+1 counters on it.

4/4

R 0036
MOC • EN ✒ Ilse Gort

™ & © 2023 Wizards of the Coast

Conclave Sledge-Captain 5

Creature — Elephant Soldier

Backup 1, backup 1, backup 1 *(When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn. Each backup ability triggers separately.)*

Trample

Whenever this creature deals combat damage to a player, put that many +1/+1 counters on it.

4/4

R 0036
MOC • EN ✒ Ilse Gort

™ & © 2023 Wizards of the Coast

Conclave Sledge-Captain 5



Creature — Elephant Soldier

Backup 1, backup 1, backup 1 *(When this creature enters the battlefield, put a +1/+1 counter on target creature. If that's another creature, it gains the following abilities until end of turn. Each backup ability triggers separately.)*

Trample

Whenever this creature deals combat damage to a player, put that many +1/+1 counters on it.

4/4

R 0036
MOC • EN ✒ Ilse Gort

™ & © 2023 Wizards of the Coast