Drake Hatcher



Creature — Human Wizard

Vigilance, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

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

Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

1/3

R 0452
FDN • EN Chris Rallis

™ & © 2024 Wizards of the Coast

Drake Hatcher



Creature — Human Wizard

Vigilance, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

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

Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

1/3

R 0452
FDN • EN Chris Rallis

™ & © 2024 Wizards of the Coast

Drake Hatcher



Creature — Human Wizard

Vigilance, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

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

Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

1/3

R 0452
FDN • EN Chris Rallis

™ & © 2024 Wizards of the Coast

Drake Hatcher



Creature — Human Wizard

Vigilance, prowess *(Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)*

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

Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

1/3

R 0452
FDN • EN Chris Rallis

™ & © 2024 Wizards of the Coast