Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast

Wildcall {X}{G}{G}



Sorcery

Manifest the top card of your library, then put X +1/+1 counters on it. *(To manifest a card, put it onto the battlefield face down as a 2/2 creature. Turn it face up any time for its mana cost if it's a creature card.)*

A howl on the wind hides many dangers.

146/185 R
FRF ★ EN Adam Paquette
™ & © 2015 Wizards of the Coast