Wilson, Refined Grizzly 1G



Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast

Wilson, Refined Grizzly 1G

Legendary Creature — Bear Warrior

This spell can't be countered.
Vigilance, reach, trample
Ward 2 *(Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 2.)*
Choose a Background *(You can have a Background as a second commander.)*

2/2

261/361 U
CLB • EN Ilse Gort
™ & © 2022 Wizards of the Coast