Primal Boost 2G



Instant

Target creature gets +4/+4 until end of turn.

Cycling 2G (2G, *Discard this card from your hand: Draw a card.*)

When you cycle Primal Boost, you may have target creature get +1/+1 until end of turn.

Illus. Eric Peterson

™ & © 1993–2002 Wizards of the Coast, Inc. 277/350