

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run

Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast

Kessig Wolf Run



Land

☞: Add ♦.

x ♠♣, ☞: Target creature gets +X/+0 and gains trample until end of turn.

*When a werewolf changes for the first time, that first howl is said to echo through the wilds till moonset.*

R 0269 MKC • EN

EYTAN ZANA

TM & © 2024 Wizards of the Coast