

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast

Return of the Wildspeaker

4



Instant

Choose one —

- Draw cards equal to the greatest power among non-Human creatures you control.
- Non-Human creatures you control get +3/+3 until end of turn.

*"The curse is broken."*

R 0181

MKC • EN

CHRIS RALLIS

TM & © 2024 Wizards of the Coast