Kessig Wolf Run



Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run



Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

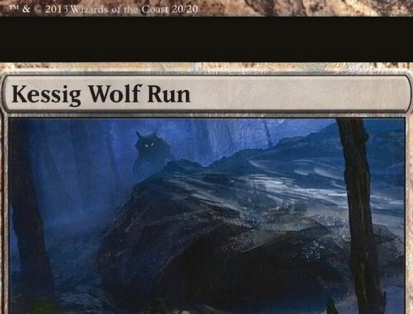
{X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn.

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

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run



Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20

Kessig Wolf Run

Land

{T}: Add {1} to your mana pool.

{X}{R}{G}, {T}: 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.

Eytan Zana

™ & © 2013 Wizards of the Coast 20/20