The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast

The Wise Mothman



Legendary Creature — Insect Mutant

Flying

Whenever The Wise Mothman enters the battlefield or attacks, each player gets a rad counter.

Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way.

3/3

M 0004
PIP ★ EN ⊱ Sergei Leoluch Panin

©2024 BSW
™ & © 2024 Wizards of the Coast