
Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast


Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast


Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast


Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast

Ezuri, Claw of Progress
Legendary Creature — Phyrexian Elf Warrior
Whenever a creature with power 2 or less enters the battlefield under your control, you get an experience counter.
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is the number of experience counters you have.
3/3
211/331 M
2X2 • EN
James Ryman
™ & © 2022 Wizards of the Coast