Garruk, Primal Hunter



Planeswalker — Garruk

+1: Put a 3/3 green Beast creature token onto the battlefield.

-3: Draw cards equal to the greatest power among creatures you control.

-6: Put a 6/6 green Wurm creature token onto the battlefield for each land you control.

3

D. Alexander Gregory

™ & © 1993–2011 Wizards of the Coast LLC 174/249

Garruk, Primal Hunter



Planeswalker — Garruk

+1: Put a 3/3 green Beast creature token onto the battlefield.

-3: Draw cards equal to the greatest power among creatures you control.

-6: Put a 6/6 green Wurm creature token onto the battlefield for each land you control.

3

D. Alexander Gregory

™ & © 1993–2011 Wizards of the Coast LLC 174/249

Garruk, Primal Hunter



Planeswalker — Garruk

+1: Put a 3/3 green Beast creature token onto the battlefield.

-3: Draw cards equal to the greatest power among creatures you control.

-6: Put a 6/6 green Wurm creature token onto the battlefield for each land you control.

3

D. Alexander Gregory

™ & © 1993–2011 Wizards of the Coast LLC 174/249

Garruk, Primal Hunter



Planeswalker — Garruk

+1: Put a 3/3 green Beast creature token onto the battlefield.

-3: Draw cards equal to the greatest power among creatures you control.

-6: Put a 6/6 green Wurm creature token onto the battlefield for each land you control.

3

D. Alexander Gregory

™ & © 1993–2011 Wizards of the Coast LLC 174/249