The Pride of Hull Clade 10



Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10



Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10



Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10



Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast

The Pride of Hull Clade 10

Legendary Creature — Crocodile Elk Turtle

This spell costs X less to cast, where X is the total toughness of creatures you control.

Defender

2 ♦ ♦: Until end of turn, target creature you control gets +1/+0, gains "Whenever this creature deals combat damage to a player, draw cards equal to its toughness," and can attack as though it didn't have defender.

2/15

M 0172
MKM • EN ✒ Brent Hollowell

™ & © 2024 Wizards of the Coast