Avalanche Caller 1 🔵



Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵



Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵



Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵



Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast

Avalanche Caller 1 🔵

Snow Creature — Human Wizard

2: Target snow land you control becomes a 4/4 Elemental creature with hexproof and haste until end of turn. It's still a land. *(A creature with hexproof can't be the target of spells or abilities your opponents control.)*

1/3

045/285 U
KHM • EN Mathias Kollros

™ & © 2021 Wizards of the Coast