Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

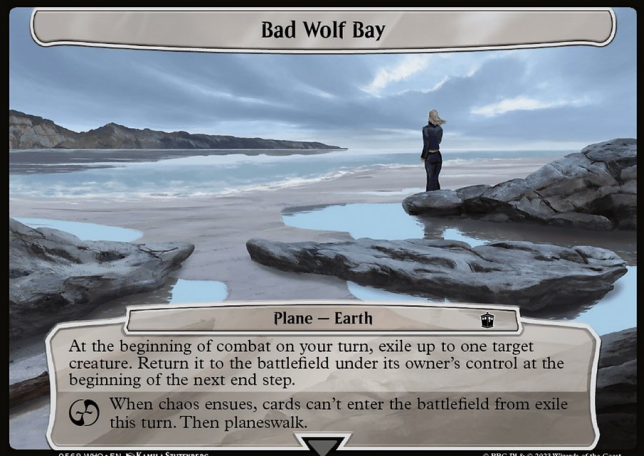
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

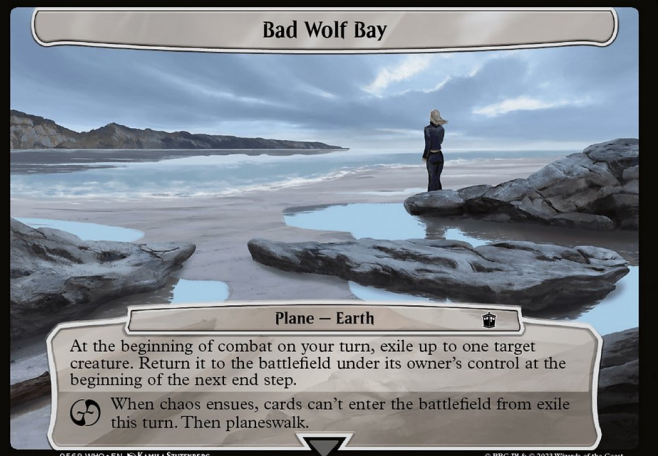
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

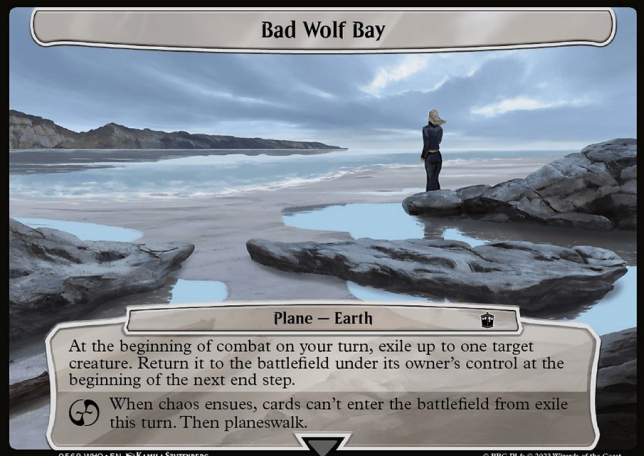
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

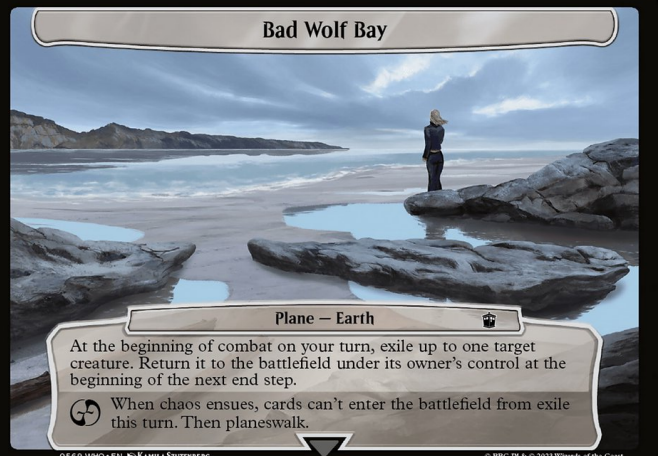
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

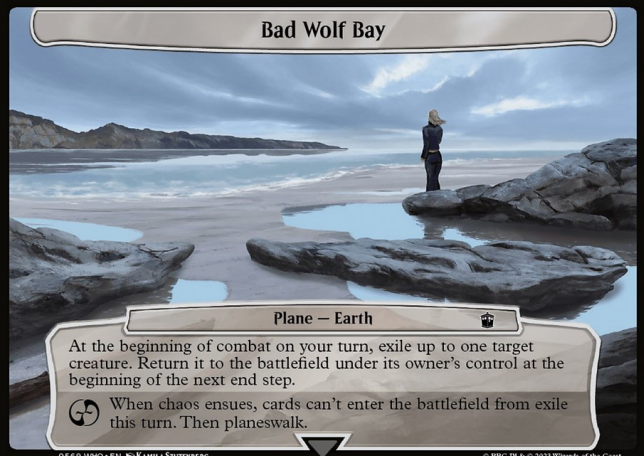
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

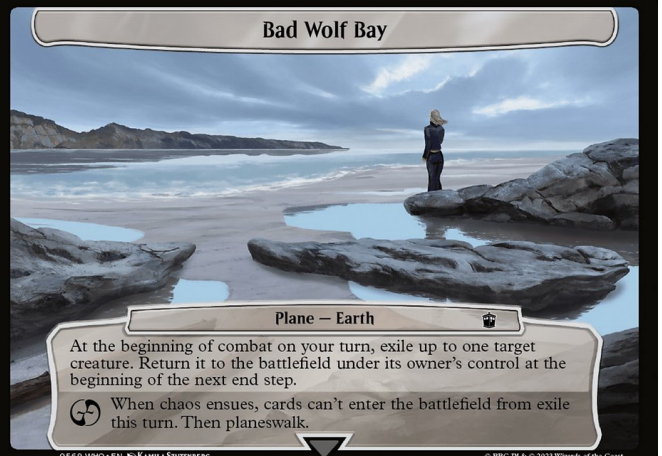
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

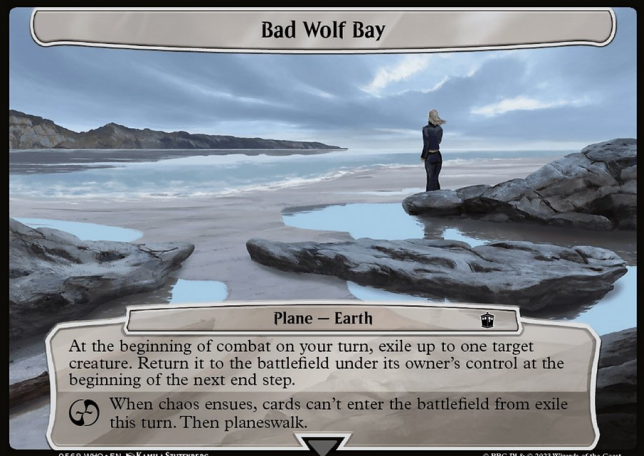
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

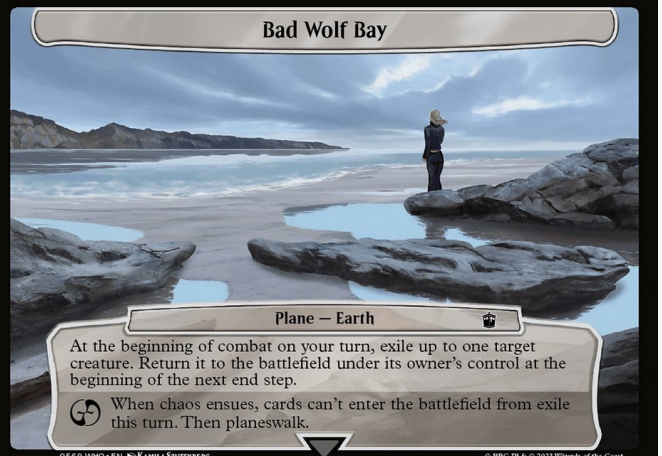
At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast

Bad Wolf Bay



Plane — Earth

At the beginning of combat on your turn, exile up to one target creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

When chaos ensues, cards can't enter the battlefield from exile this turn. Then planeswalk.

0569 WHO • EN ✒ Kamila Szutenberg

© BBC ™ & © 2023 Wizards of the Coast