Spirit of the Hunt 1GG



Creature — Wolf Spirit

Flash

When Spirit of the Hunt enters the battlefield, each other creature you control that's a Wolf or a Werewolf gets +0/+3 until end of turn.

The bonds of the pack transcend time and death.

3/3

170/205 R
EMN • EN Bastien L. Deharme

™ & © 2016 Wizards of the Coast

Spirit of the Hunt 1GG



Creature — Wolf Spirit

Flash

When Spirit of the Hunt enters the battlefield, each other creature you control that's a Wolf or a Werewolf gets +0/+3 until end of turn.

The bonds of the pack transcend time and death.

3/3

170/205 R
EMN • EN Bastien L. Deharme

™ & © 2016 Wizards of the Coast

Spirit of the Hunt 1GG



Creature — Wolf Spirit

Flash

When Spirit of the Hunt enters the battlefield, each other creature you control that's a Wolf or a Werewolf gets +0/+3 until end of turn.

The bonds of the pack transcend time and death.

3/3

170/205 R
EMN • EN Bastien L. Deharme

™ & © 2016 Wizards of the Coast

Spirit of the Hunt 1GG



Creature — Wolf Spirit

Flash

When Spirit of the Hunt enters the battlefield, each other creature you control that's a Wolf or a Werewolf gets +0/+3 until end of turn.

The bonds of the pack transcend time and death.

3/3

170/205 R
EMN • EN Bastien L. Deharme

™ & © 2016 Wizards of the Coast