Vow of Wildness



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or a planeswalker you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

091/149 U
PZ1 • EN Tim Pavelec

™ & © 2015 Wizards of the Coast

Vow of Wildness

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or a planeswalker you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

091/149 U
PZ1 • EN Tim Pavelec

™ & © 2015 Wizards of the Coast

Vow of Wildness

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or a planeswalker you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

091/149 U
PZ1 • EN Tim Pavelec

™ & © 2015 Wizards of the Coast

Vow of Wildness

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or a planeswalker you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

091/149 U
PZ1 • EN Tim Pavelec

™ & © 2015 Wizards of the Coast

Vow of Wildness

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3, has trample, and can't attack you or a planeswalker you control.

"Savagery is the birthright of every creature that draws breath—or wishes it could."
—Karador, Ghost Chieftain

091/149 U
PZ1 • EN Tim Pavelec

™ & © 2015 Wizards of the Coast