Prickly Pair



Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast

Prickly Pair

Creature — Plant Mercenary

When Prickly Pair enters the battlefield, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

They grew together, awoke together, and took up arms together. If they were going to fall, they'd do that together too.

2/2

C 0137
OTJ • EN Brian Valeza

™ & © 2024 Wizards of the Coast