Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet



Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150

Sun Droplet

Artifact

Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Greg Hildebrandt

™ & © 1993–2010 Wizards of the Coast LLC 117/150