

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

— Christopher Moeller

2/2

™ & © 1993–2007 Wizards of the Coast, Inc. 88/301

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2

Sower of Temptation

2



Creature — Faerie Wizard

Flying

When Sower of Temptation comes into play, gain control of target creature as long as Sower of Temptation remains in play.

One glamer leads him far from home. The next washes away his memory that home was ever anywhere but at her side.

Christopher Moeller

2/2