Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

To the Sun Empire, any place where daylight brightens the jungle floor is sacred ground.

257/279 R
XLN • EN ▶ Dimitar

™ & © 2017 Wizards of the Coast