Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast

Stirring Wildwood

Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W}.

{1}{G/W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land.

U39/040 S
UMA★EN Eric Deschamps

™ & © 2018 Wizards of the Coast