Seedborn Muse 3GG



Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350

Seedborn Muse 3GG

Creature — Spirit

Untap all permanents you control during each other player's untap step.

"Her voice is the wilderness, savage and pure."
—Kamahl, druid acolyte

Adam Rex

2/4

™ & © 1993-2005 Wizards of the Coast, Inc. 270/350