Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax



Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249

Sprouting Thrinax

Creature — Lizard

When Sprouting Thrinax is put into a graveyard from play, put three 1/1 green Saproling creature tokens into play.

The vast network of predation on Jund has actually caused some strange creatures to adapt to being eaten.

3/3

Jarreau Wimberly

™ & © 1993–2008 Wizards of the Coast, Inc. 197/249