Ambling Stormshell



Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast

Ambling Stormshell

Creature — Turtle

Ward 2

Whenever this creature attacks, put three stun counters on it and draw three cards. *(If a permanent with a stun counter would become untapped, remove one from it instead.)*

Whenever you cast a Turtle spell, untap this creature.

5/9

R 0037
TDM • EN ✒ Carlos Palma Cruchaga

™ & © 2025 Wizards of the Coast