Turntimber Sower {2}{G}



Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}



Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}



Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast

Turntimber Sower {2}{G}

Creature — Elf Druid

Whenever one or more land cards are put into your graveyard from anywhere, create a 0/1 green Plant creature token.

{G}, Sacrifice three creatures: Return target land card from your graveyard to your hand.

"Zendikar's wounds can be healed."

3/3

035/307 R
C18 • EN
Craig J Spearing

™ & © 2018 Wizards of the Coast