Bristling Backwoods



Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods



Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods



Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods



Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast

Bristling Backwoods

Land — Desert

Bristling Backwoods enters the battlefield tapped.

When Bristling Backwoods enters the battlefield, it deals 1 damage to target opponent.

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

"The cacti have it right. Always carry water."
—Pioneer journal of Big Ralph

L 0253
OTJ • EN Viko Menezes

™ & © 2024 Wizards of the Coast