Ancient Greenwarden



Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden



Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden



Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden



Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast

Ancient Greenwarden

Creature — Elemental

Reach
You may play lands from your graveyard.
If a land entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

When the ruins awakened, so did their defenses.

5/7

178/280 M
ZNR • EN Grzegorz Rutkowski

™ & © 2020 Wizards of the Coast