Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove



Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast

Sunpetal Grove

Land

Sunpetal Grove enters the battlefield tapped unless you control a Forest or a Plains.

{T}: Add {G} or {W} to your mana pool.

329/351 R
C16 • EN
Jason Chan

™ & © 2016 Wizards of the Coast