Evolution Sage



Creature — Elf Druid

Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*

"To care for yourself, cultivate the world. To care for the world, cultivate yourself."

3/2

108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast

Evolution Sage
Creature — Elf Druid
Landfall — Whenever a land enters the battlefield under your control, proliferate. *(Choose any number of permanents and/or players, then give each another counter of each kind already there.)*
"To care for yourself, cultivate the world. To care for the world, cultivate yourself."
3/2
108 U
ONC • EN Simon Dominic
™ & © 2023 Wizards of the Coast