## Awaken the Woods



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*

170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast

Awaken the Woods
Sorcery
Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*
*"We expected the Argothians to stand their ground. We didn't expect the ground itself to stand."*
*—Myrel, Shield of Argive*
170/287 M Story Spotlight
BRO • EN Bryan Sola
mtgstory.com
™ & © 2022 Wizards of the Coast