Timbermare 3



Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165

Timbermare 3

Creature — Elemental

Haste

Echo 5 *(At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)*

When Timbermare comes into play, tap all other creatures.

Only nature wreaks such lovely havoc.

Dan Dos Santos

5/5

™ & © 1993-2007 Wizards of the Coast, Inc. 140/165