## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast


## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast


## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast


## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast


## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast

## Evolving Wilds



Land

{T}, Sacrifice Evolving Wilds: Search your library for a basic land card and put it onto the battlefield tapped. Then shuffle your library.

*Without the interfering hands of civilization, nature will always shape itself to its own needs.*

295/337 C
C14 • EN
Steven Belledin

™ & © 2014 Wizards of the Coast