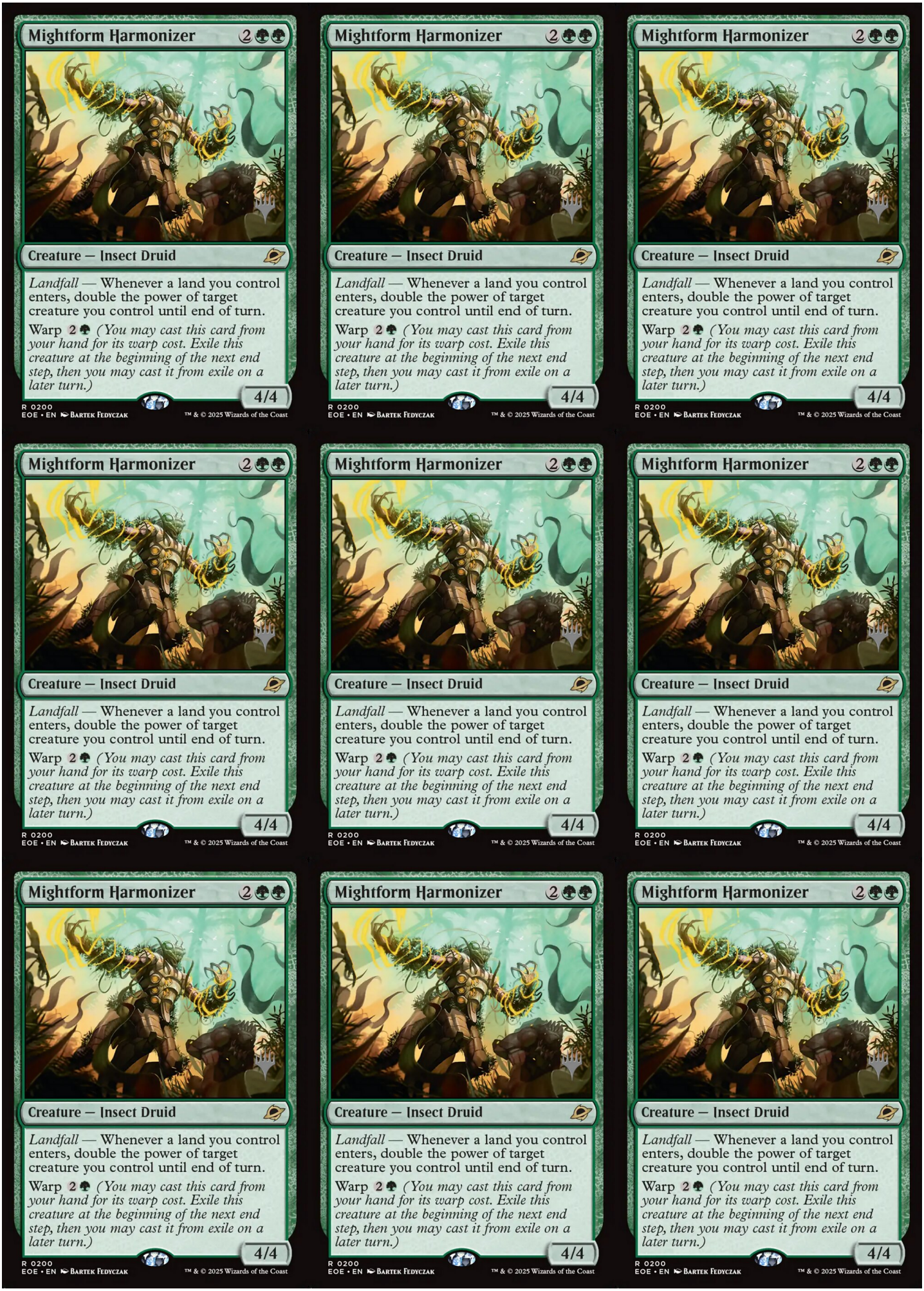
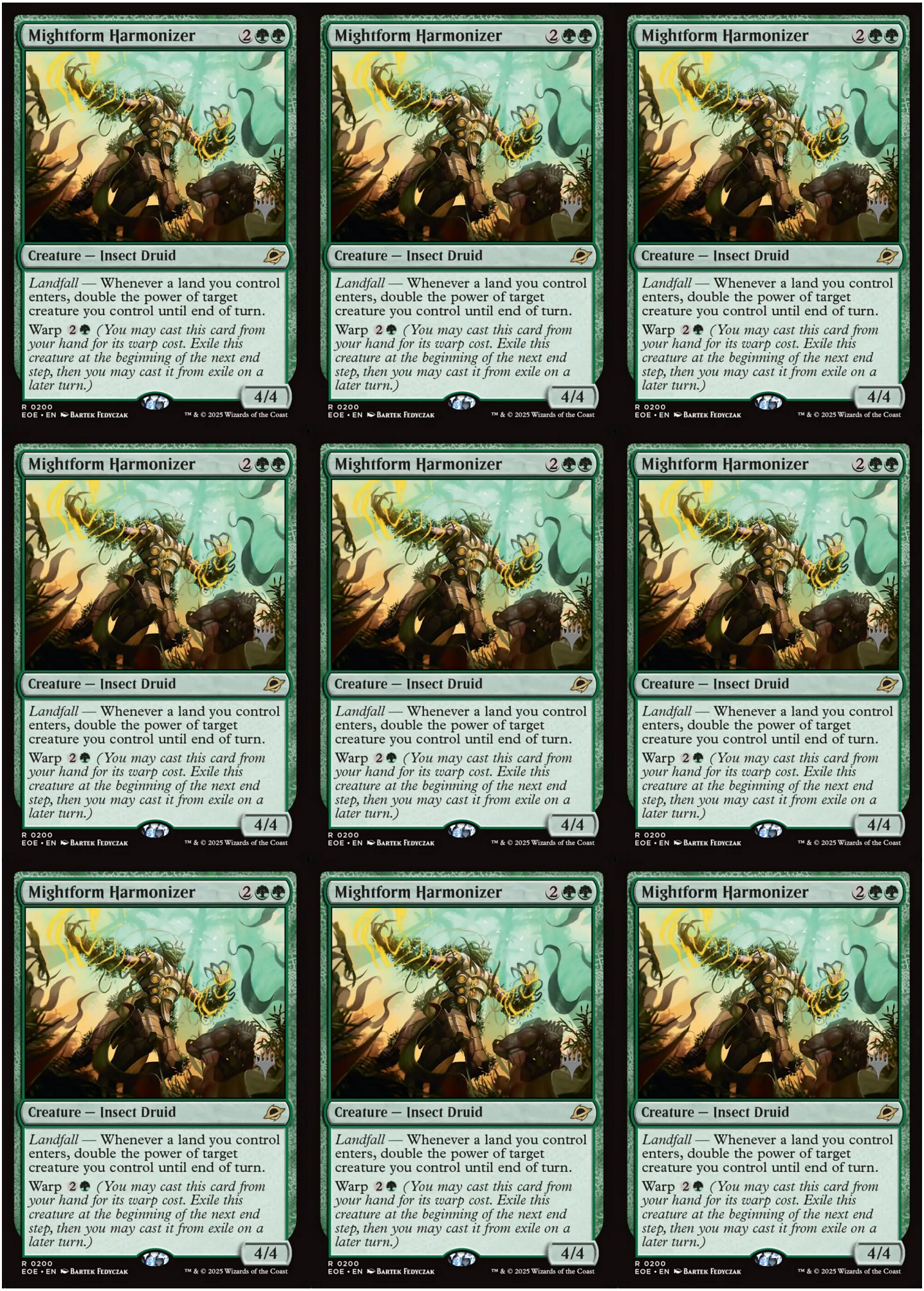
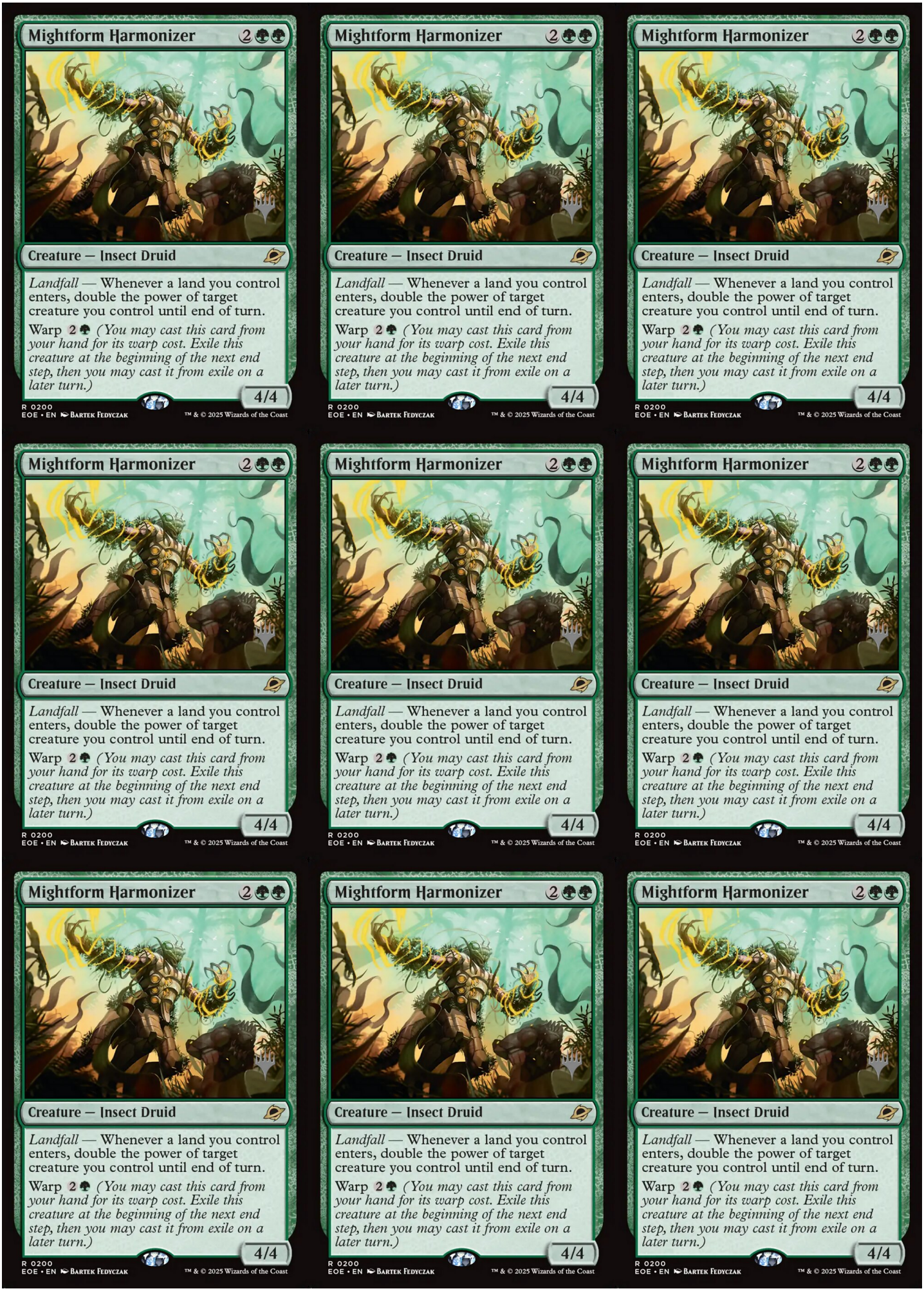
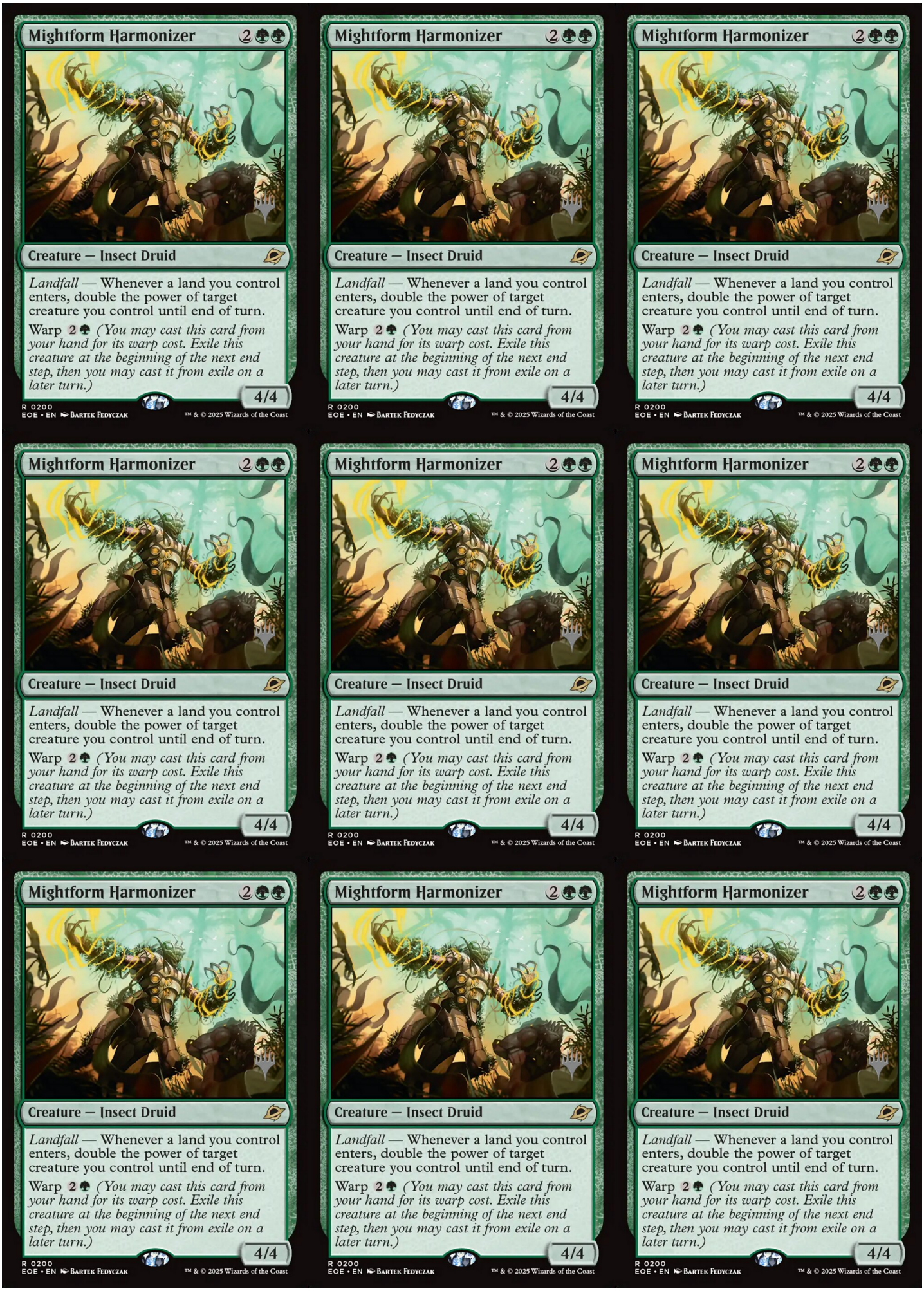

Mightform Harmonizer 2
Creature — Insect Druid
Landfall — Whenever a land you control enters, double the power of target creature you control until end of turn.
Warp 2 (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)
4/4
R 0200
EOE • EN
Bartek Fedyczak
™ & © 2025 Wizards of the Coast


Mightform Harmonizer 2
Creature — Insect Druid
Landfall — Whenever a land you control enters, double the power of target creature you control until end of turn.
Warp 2 (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)
4/4
R 0200
EOE • EN
Bartek Fedyczak
™ & © 2025 Wizards of the Coast


Mightform Harmonizer 2
Creature — Insect Druid
Landfall — Whenever a land you control enters, double the power of target creature you control until end of turn.
Warp 2 (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)
4/4
R 0200
EOE • EN
Bartek Fedyczak
™ & © 2025 Wizards of the Coast


Mightform Harmonizer 2
Creature — Insect Druid
Landfall — Whenever a land you control enters, double the power of target creature you control until end of turn.
Warp 2 (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)
4/4
R 0200
EOE • EN
Bartek Fedyczak
™ & © 2025 Wizards of the Coast