**Temur Devotee** {1}{U}



Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}



Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}



Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}



Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast

**Temur Devotee** {1}{U}

Creature — Human Druid

Defender

{1}: Add {G}, {U}, or {R}. Activate only once each turn.

*Whisperers are conduits to the spirits of the land. They provide healing, guidance, and support to the Temur people.*

3/3

C 0061
TDM • EN Marina Ortega Lorente ™ & © 2025 Wizards of the Coast