Kujar Seedsculptor 1G



Creature — Elf Druid

When Kujar Seedsculptor enters the battlefield, put a +1/+1 counter on target creature you control.

Every leaf, tree, and building in Kujar has been placed to achieve maximum harmony, in accordance with the elvish philosophy known as the Great Conduit.

1/2

159/264 C
KLD • EN Anna Steinbauer
™ & © 2016 Wizards of the Coast

Kujar Seedsculptor 1G

Creature — Elf Druid

When Kujar Seedsculptor enters the battlefield, put a +1/+1 counter on target creature you control.

Every leaf, tree, and building in Kujar has been placed to achieve maximum harmony, in accordance with the elvish philosophy known as the Great Conduit.

1/2

159/264 C
KLD • EN Anna Steinbauer
™ & © 2016 Wizards of the Coast

Kujar Seedsculptor 1G

Creature — Elf Druid

When Kujar Seedsculptor enters the battlefield, put a +1/+1 counter on target creature you control.

Every leaf, tree, and building in Kujar has been placed to achieve maximum harmony, in accordance with the elvish philosophy known as the Great Conduit.

1/2

159/264 C
KLD • EN Anna Steinbauer
™ & © 2016 Wizards of the Coast

Kujar Seedsculptor 1G

Creature — Elf Druid

When Kujar Seedsculptor enters the battlefield, put a +1/+1 counter on target creature you control.

Every leaf, tree, and building in Kujar has been placed to achieve maximum harmony, in accordance with the elvish philosophy known as the Great Conduit.

1/2

159/264 C
KLD • EN Anna Steinbauer
™ & © 2016 Wizards of the Coast