Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W} to your mana pool.

{1}{G}{W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land. *(It can block creatures with flying.)*

033/080 R
DDP • EN
Eric Deschamps

™ & © 2015 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W} to your mana pool.

{1}{G}{W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land. *(It can block creatures with flying.)*

033/080 R
DDP • EN
Eric Deschamps

™ & © 2015 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W} to your mana pool.

{1}{G}{W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land. *(It can block creatures with flying.)*

033/080 R
DDP • EN
Eric Deschamps

™ & © 2015 Wizards of the Coast

Stirring Wildwood



Land

Stirring Wildwood enters the battlefield tapped.

{T}: Add {G} or {W} to your mana pool.

{1}{G}{W}: Until end of turn, Stirring Wildwood becomes a 3/4 green and white Elemental creature with reach. It's still a land. *(It can block creatures with flying.)*

033/080 R
DDP • EN
Eric Deschamps

™ & © 2015 Wizards of the Coast