
Kujar Seedsculptor 1
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
685 C
J22 • EN
Anna Steinbauer
™ & © 2022 Wizards of the Coast


Kujar Seedsculptor 1
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
685 C
J22 • EN
Anna Steinbauer
™ & © 2022 Wizards of the Coast


Kujar Seedsculptor 1
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
685 C
J22 • EN
Anna Steinbauer
™ & © 2022 Wizards of the Coast


Kujar Seedsculptor 1
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
685 C
J22 • EN
Anna Steinbauer
™ & © 2022 Wizards of the Coast