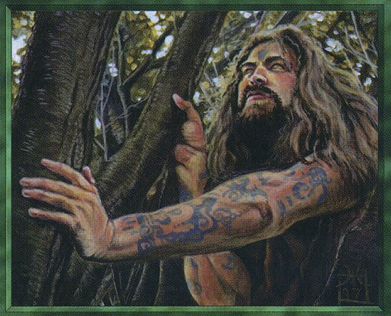
Hermit Druid 1



Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1

Hermit Druid 1

Summon Druid

{T}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and put all other revealed cards into your graveyard.

Seeking the company of plants ensures that your wits will go to seed.

Illus. Heather Hudson
©1998 Wizards of the Coast, Inc.

1/1