Garruk Wildspeaker 2GG



Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301

Garruk Wildspeaker 2GG

Planeswalker — Garruk

+1: Untap two target lands.

-1: Put a 3/3 green Beast creature token into play.

-4: Creatures you control get +3/+3 and gain trample until end of turn.

3

Aleksi Briclot

™ & © 1993–2007 Wizards of the Coast, Inc. 213/301