Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast

Awaken the Woods {X}{G}{G}



Sorcery

Create X 1/1 green Forest Dryad land creature tokens. *(They're affected by summoning sickness.)*

344 M
BRO • EN Bryan Sola
™ & © 2022 Wizards of the Coast