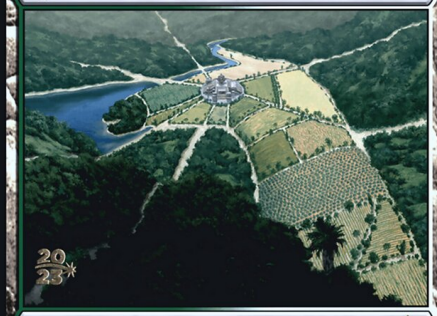
Restless Prairie



Land

Restless Prairie enters the battlefield tapped.

{T}: Add {G} or {W}.

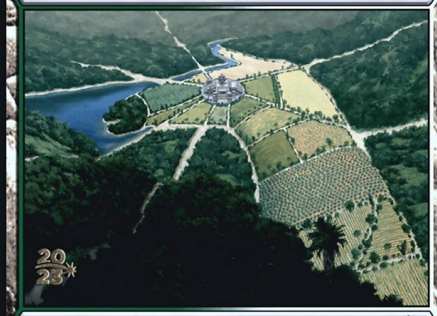
{2}{G}{W}: Restless Prairie becomes a 3/3 green and white Llama creature until end of turn. It's still a land.

Whenever Restless Prairie attacks, other creatures you control get +1/+1 until end of turn.

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Land

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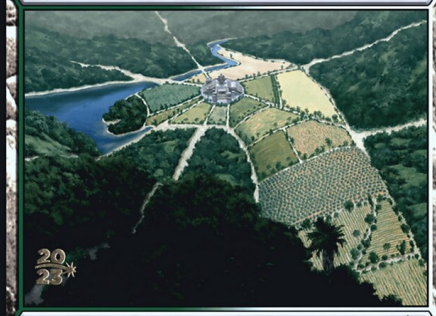
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Restless Prairie



Land

Restless Prairie enters the battlefield tapped.

{T}: Add {G} or {W}.

{2}{G}{W}: Restless Prairie becomes a 3/3 green and white Llama creature until end of turn. It's still a land.

Whenever Restless Prairie attacks, other creatures you control get +1/+1 until end of turn.

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