Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast

Six {2}{G}



Legendary Creature — Treefolk

Reach

Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.

As long as it's your turn, nonland permanent cards in your graveyard have retrace. *(You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)*

2/4

R 0169
MH3 ★ EN Andrew Mar

™ & © 2024 Wizards of the Coast