Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143

Treetop Village



Land

Treetop Village comes into play tapped.
{T}: Add one green mana to your mana pool.
1 {G}: Treetop Village becomes a 3/3 green creature with trample until end of turn. This creature still counts as a land.

Illus. Anthony S. Waters
©1993–1999 Wizards of the Coast, Inc. 143/143