Skola Grovedancer

1



Enchantment Creature — Satyr Druid

Whenever a land card is put into your graveyard from anywhere, you gain 1 life.

2: Mill a card. *(Put the top card of your library into your graveyard.)*

"From the ashes of last night's revel, I bring the dawn of new growth."

2/2

C 0199
DSC • EN Josh Hass

™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast

Skola Grovedancer 1
Enchantment Creature — Satyr Druid
Whenever a land card is put into your graveyard from anywhere, you gain 1 life.
2: Mill a card. *(Put the top card of your library into your graveyard.)*
"From the ashes of last night's revel, I bring the dawn of new growth."
2/2
C 0199
DSC • EN Josh Hass
™ & © 2024 Wizards of the Coast