Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast

Nesting Grounds

Land

{T}: Add {C}.

{1}, {T}: Move a counter from target permanent you control onto another target permanent. Activate only as a sorcery.

Dappled coats become armored hides. Soft jaws become razor tusks. Nestling play becomes the fight for survival.

U 0302
MH3 • EN Yeong-Hao Han

™ & © 2024 Wizards of the Coast