Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders



Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165

Citanul Woodreaders

Creature — Human Druid

Kicker 2 *(You may pay an additional 2 as you play this spell.)*

When Citanul Woodreaders comes into play, if the kicker cost was paid, draw two cards.

They seek out living trees to glean age-old secrets from sap and wood.

Steven Belledin

1/4

™ & © 1993-2007 Wizards of the Coast, Inc. 123/165