Book of Mazarbul

2

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)



I Amass Orcs 1. *(Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)*

II Amass Orcs 2.

III Creatures you control get +1/+0 and gain menace until end of turn.

Enchantment — Saga

U 0116
LTR • EN
Randy Gallegos

© MEE
™ & © 2023 Wizards of the Coast

Book of Mazarbul
2
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)
II Amass Orcs 2.
III Creatures you control get +1/+0 and gain menace until end of turn.
Enchantment — Saga
U 0116
LTR • EN
Randy Gallegos
© MEE
™ & © 2023 Wizards of the Coast

Book of Mazarbul
2
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)
II Amass Orcs 2.
III Creatures you control get +1/+0 and gain menace until end of turn.
Enchantment — Saga
U 0116
LTR • EN
Randy Gallegos
© MEE
™ & © 2023 Wizards of the Coast

Book of Mazarbul
2
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)
II Amass Orcs 2.
III Creatures you control get +1/+0 and gain menace until end of turn.
Enchantment — Saga
U 0116
LTR • EN
Randy Gallegos
© MEE
™ & © 2023 Wizards of the Coast