Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast

Waking the Trolls

4

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

I Destroy target land.

II Put target land card from a graveyard onto the battlefield under your control.

III Choose target opponent. If they control fewer lands than you, create a number of 4/4 green Troll Warrior creature tokens with trample equal to the difference.



Enchantment — Saga

234/285 R
KHM • EN ▶ Daniel Ljunggren

™ & © 2021 Wizards of the Coast