Mardu Siegebreaker



Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

Mardu Siegebreaker

Creature — Human Warrior

Deathtouch, haste

When this creature enters, exile up to one other target creature you control until this creature leaves the battlefield.

Whenever this creature attacks, for each opponent, create a tapped token that's a copy of the exiled card attacking that opponent. At the beginning of your end step, sacrifice those tokens.

4/4

R 0364
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast