Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm



Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast

Archdruid's Charm

Instant

Choose one —
- Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- Exile target artifact or enchantment.

R 0151
MKM • EN Liiga Smilshkalne

™ & © 2024 Wizards of the Coast