## Genesis of the Daleks

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

I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.

IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.



Enchantment — Saga

R 0069
WHO • EN ✒ Dominik Mayer

© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

## Genesis of the Daleks

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

I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.

IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.



Enchantment — Saga

R 0069
WHO • EN ✒ Dominik Mayer

© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

## Genesis of the Daleks

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

I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.

IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.



Enchantment — Saga

R 0069
WHO • EN ✒ Dominik Mayer

© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

## Genesis of the Daleks

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

I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.

IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.



Enchantment — Saga

R 0069
WHO • EN ✒ Dominik Mayer

© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast

Genesis of the Daleks
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III — Create a 3/3 black Dalek artifact creature token with menace for each lore counter on Genesis of the Daleks.
IV — Target opponent faces a villainous choice — Destroy all Dalek creatures and each of your opponents loses life equal to the total power of Daleks that died this turn, or destroy all non-Dalek creatures.
Enchantment — Saga
R 0069
WHO • EN ✒ Dominik Mayer
© BBC
™ & © 2023 Wizards of the Coast