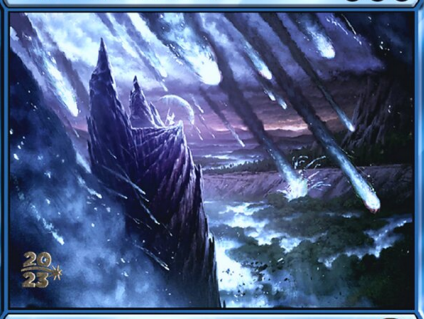
Storm of Saruman



Enchantment

Ward 3

Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.

M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

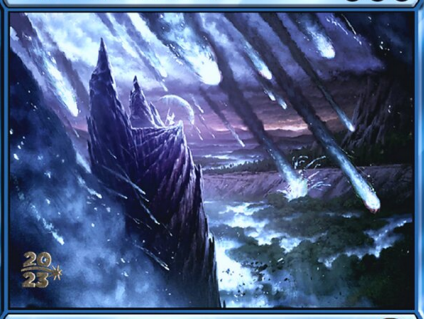
Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman



Enchantment

Ward 3

Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.

M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

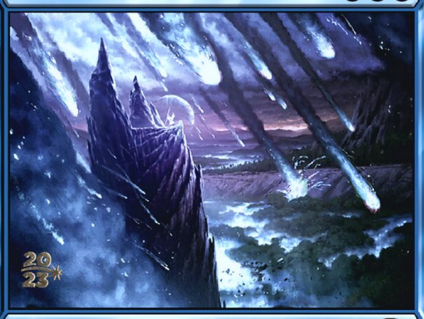
Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman



Enchantment

Ward 3

Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.

M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

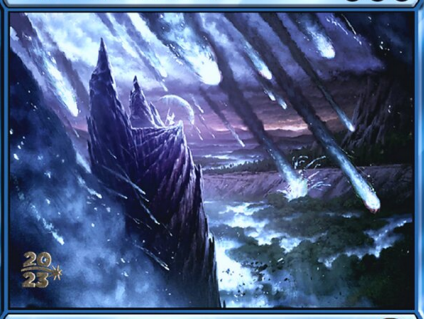
Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman



Enchantment

Ward 3

Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. *(A copy of a permanent spell becomes a token.)*

Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.

M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast

Storm of Saruman
Enchantment
Ward 3
Whenever you cast your second spell each turn, copy it, except the copy isn't legendary. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)
Isengard had once been filled with fruitful trees, but no green thing grew there in the latter days of Saruman.
M 0072 © MEE
LTR ★ EN Lorenzo Lanfranconi ™ & © 2023 Wizards of the Coast