Galadriel, Elven-Queen 2



Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2



Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2



Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2



Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast

Galadriel, Elven-Queen 2

Legendary Creature — Elf Noble

Will of the council — At the beginning of combat on your turn, if another Elf entered the battlefield under your control this turn, starting with you, each player votes for dominion or guidance. If dominion gets more votes, the Ring tempts you, then you put a +1/+1 counter on your Ring-bearer. If guidance gets more votes or the vote is tied, draw a card.

4/5

M 0003
LTC • EN Axel Sauerwald

© MEE
™ & © 2023 Wizards of the Coast