Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising



Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast

Garruk's Uprising

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample.

Whenever a creature you control with power 4 or greater enters, draw a card.

U 0206
FDC • EN Wisnu Tan

™ & © 2026 Wizards of the Coast