Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins



Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast

Drannith Ruins

Land

{T}: Add {C}.

2, {T}: Put two +1/+1 counters on target non-Human creature that entered the battlefield this turn.

Like Orn before it, Drannith was reduced to a playground for Ikoria's monsters.

R 0050
MAT • EN
Martin de Diego Sádaba

™ & © 2023 Wizards of the Coast