The First Tyrannic War {2}{B}{G}{R}

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

I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.

II — Double the number of each kind of counter on target creature you control.

III



Enchantment — Saga

121/168 R
40K ★ EN
Antonio José Manzanedo

™ & © 2022 Wizards of the Coast

© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}

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

I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.

II — Double the number of each kind of counter on target creature you control.

III



Enchantment — Saga

121/168 R
40K ★ EN
Antonio José Manzanedo

™ & © 2022 Wizards of the Coast

© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}

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

I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.

II — Double the number of each kind of counter on target creature you control.

III



Enchantment — Saga

121/168 R
40K ★ EN
Antonio José Manzanedo

™ & © 2022 Wizards of the Coast

© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}

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

I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.

II — Double the number of each kind of counter on target creature you control.

III



Enchantment — Saga

121/168 R
40K ★ EN
Antonio José Manzanedo

™ & © 2022 Wizards of the Coast

© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW

The First Tyrannic War {2}{B}{G}{R}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — You may put a creature card from your hand onto the battlefield. If its mana cost contains {X}, it enters the battlefield with a number of +1/+1 counters on it equal to the number of lands you control.
II — Double the number of each kind of counter on target creature you control.
III
Enchantment — Saga
121/168 R
40K ★ EN
Antonio José Manzanedo
™ & © 2022 Wizards of the Coast
© GW