
Invasion of Kaldheim
3
Battle — Siege
(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When Invasion of Kaldheim enters the battlefield, exile all cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.
4
R 0145
MOM • EN
Bryan Sola
™ & © 2023 Wizards of the Coast


Invasion of Kaldheim
3
Battle — Siege
(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When Invasion of Kaldheim enters the battlefield, exile all cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.
4
R 0145
MOM • EN
Bryan Sola
™ & © 2023 Wizards of the Coast


Invasion of Kaldheim
3
Battle — Siege
(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When Invasion of Kaldheim enters the battlefield, exile all cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.
4
R 0145
MOM • EN
Bryan Sola
™ & © 2023 Wizards of the Coast


Invasion of Kaldheim
3
Battle — Siege
(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When Invasion of Kaldheim enters the battlefield, exile all cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.
4
R 0145
MOM • EN
Bryan Sola
™ & © 2023 Wizards of the Coast