The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.



Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast

The Huntsman's Redemption {2}{G}

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

I — Create a 3/3 green Beast creature token.

II — You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.

III — Up to two target creatures each get +2/+2 and gain trample until end of turn.

Enchantment — Saga

R 0176
WOE • EN
Magali Villeneuve

™ & © 2023 Wizards of the Coast