
DAWN OF A NEW AGE
1
ENCHANTMENT
DAWN OF A NEW AGE ENTERS THE BATTLEFIELD WITH A HOPE COUNTER ON IT FOR EACH CREATURE YOU CONTROL. AT THE BEGINNING OF YOUR END STEP, REMOVE A HOPE COUNTER FROM DAWN OF A NEW AGE. IF YOU DO, DRAW A CARD. THEN IF DAWN OF A NEW AGE HAS NO HOPE COUNTERS ON IT, SACRIFICE IT AND YOU GAIN 4 LIFE.
XXX/100
M 0731
LTR • EN
MARLENE YUI
© MEE
™ & © 2023 Wizards of the Coast


DAWN OF A NEW AGE
1
ENCHANTMENT
DAWN OF A NEW AGE ENTERS THE BATTLEFIELD WITH A HOPE COUNTER ON IT FOR EACH CREATURE YOU CONTROL. AT THE BEGINNING OF YOUR END STEP, REMOVE A HOPE COUNTER FROM DAWN OF A NEW AGE. IF YOU DO, DRAW A CARD. THEN IF DAWN OF A NEW AGE HAS NO HOPE COUNTERS ON IT, SACRIFICE IT AND YOU GAIN 4 LIFE.
XXX/100
M 0731
LTR • EN
MARLENE YUI
© MEE
™ & © 2023 Wizards of the Coast


DAWN OF A NEW AGE
1
ENCHANTMENT
DAWN OF A NEW AGE ENTERS THE BATTLEFIELD WITH A HOPE COUNTER ON IT FOR EACH CREATURE YOU CONTROL. AT THE BEGINNING OF YOUR END STEP, REMOVE A HOPE COUNTER FROM DAWN OF A NEW AGE. IF YOU DO, DRAW A CARD. THEN IF DAWN OF A NEW AGE HAS NO HOPE COUNTERS ON IT, SACRIFICE IT AND YOU GAIN 4 LIFE.
XXX/100
M 0731
LTR • EN
MARLENE YUI
© MEE
™ & © 2023 Wizards of the Coast


DAWN OF A NEW AGE
1
ENCHANTMENT
DAWN OF A NEW AGE ENTERS THE BATTLEFIELD WITH A HOPE COUNTER ON IT FOR EACH CREATURE YOU CONTROL. AT THE BEGINNING OF YOUR END STEP, REMOVE A HOPE COUNTER FROM DAWN OF A NEW AGE. IF YOU DO, DRAW A CARD. THEN IF DAWN OF A NEW AGE HAS NO HOPE COUNTERS ON IT, SACRIFICE IT AND YOU GAIN 4 LIFE.
XXX/100
M 0731
LTR • EN
MARLENE YUI
© MEE
™ & © 2023 Wizards of the Coast