Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age



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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast

Dawn of a New Age

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.

M 0005
LTR • EN ✒ Anato Finnstark
© MEE
™ & © 2023 Wizards of the Coast