
Barrensteppe Siege
Enchantment
As this enchantment enters, choose Abzan or Mardu.
• Abzan — At the beginning of your end step, put a +1/+1 counter on each creature you control.
• Mardu — At the beginning of your end step, if a creature died under your control this turn, each opponent sacrifices a creature of their choice.
R 0171
TDM • EN
Tuan Duong Chu
™ & © 2025 Wizards of the Coast