Jugan Defends the Temple 2G

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

I — Create a 1/1 green Human Monk creature token with "{T}: Add {G}."

II — Put a +1/+1 counter on each of up to two target creatures.

III — Exile this Saga, then return it to the battlefield transformed under your control.

2/2



Enchantment — Saga

475 M
NEO • EN ✒ Daniel Ljunggren
™ & © 2022 Wizards of the Coast

Jugan Defends the Temple 2G

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

I — Create a 1/1 green Human Monk creature token with "{T}: Add {G}."

II — Put a +1/+1 counter on each of up to two target creatures.

III — Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

475 M
NEO • EN ✒ Daniel Ljunggren
™ & © 2022 Wizards of the Coast

Jugan Defends the Temple 2G

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

I — Create a 1/1 green Human Monk creature token with "{T}: Add {G}."

II — Put a +1/+1 counter on each of up to two target creatures.

III — Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

475 M
NEO • EN ✒ Daniel Ljunggren
™ & © 2022 Wizards of the Coast

Jugan Defends the Temple 2G

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

I — Create a 1/1 green Human Monk creature token with "{T}: Add {G}."

II — Put a +1/+1 counter on each of up to two target creatures.

III — Exile this Saga, then return it to the battlefield transformed under your control.

2/2

Enchantment — Saga

475 M
NEO • EN ✒ Daniel Ljunggren
™ & © 2022 Wizards of the Coast