Uro, Titan of Nature's Wrath {1}{G}{U}



Legendary Creature — Elder Giant

When Uro enters the battlefield, sacrifice it unless it escaped.

Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape—{G}{G}{U}{U}, Exile five other cards from your graveyard. *(You may cast this card from your graveyard for its escape cost.)*

6/6

M 0277
M3C • EN
Vincent Proce

™ & © 2024 Wizards of the Coast

Uro, Titan of Nature's Wrath {1}{G}{U}



Legendary Creature — Elder Giant

When Uro enters the battlefield, sacrifice it unless it escaped.

Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape—{G}{G}{U}{U}, Exile five other cards from your graveyard. *(You may cast this card from your graveyard for its escape cost.)*

6/6

M 0277
M3C • EN
Vincent Proce

™ & © 2024 Wizards of the Coast

Uro, Titan of Nature's Wrath {1}{G}{U}



Legendary Creature — Elder Giant

When Uro enters the battlefield, sacrifice it unless it escaped.

Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape—{G}{G}{U}{U}, Exile five other cards from your graveyard. *(You may cast this card from your graveyard for its escape cost.)*

6/6

M 0277
M3C • EN
Vincent Proce

™ & © 2024 Wizards of the Coast

Uro, Titan of Nature's Wrath {1}{G}{U}



Legendary Creature — Elder Giant

When Uro enters the battlefield, sacrifice it unless it escaped.

Whenever Uro enters the battlefield or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.

Escape—{G}{G}{U}{U}, Exile five other cards from your graveyard. *(You may cast this card from your graveyard for its escape cost.)*

6/6

M 0277
M3C • EN
Vincent Proce

™ & © 2024 Wizards of the Coast