The War Games

{2}{W}{W}

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



I — Each player creates three tapped 1/1 white Warrior creature tokens. The tokens are goaded for as long as The War Games remains on the battlefield.

II, III — Put a +1/+1 counter on each Warrior creature.

IV — You may exile a nontoken creature you control. When you do, exile all Warriors.

Enchantment — Saga

R 0030
WHO • EN
Bartek Fedyczak

© BBC
™ & © 2023 Wizards of the Coast

The War Games
{2}{W}{W}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I — Each player creates three tapped 1/1 white Warrior creature tokens. The tokens are goaded for as long as The War Games remains on the battlefield.
II, III — Put a +1/+1 counter on each Warrior creature.
IV — You may exile a nontoken creature you control. When you do, exile all Warriors.
Enchantment — Saga
R 0030
WHO • EN
Bartek Fedyczak
© BBC
™ & © 2023 Wizards of the Coast

The War Games
{2}{W}{W}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I — Each player creates three tapped 1/1 white Warrior creature tokens. The tokens are goaded for as long as The War Games remains on the battlefield.
II, III — Put a +1/+1 counter on each Warrior creature.
IV — You may exile a nontoken creature you control. When you do, exile all Warriors.
Enchantment — Saga
R 0030
WHO • EN
Bartek Fedyczak
© BBC
™ & © 2023 Wizards of the Coast

The War Games
{2}{W}{W}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I — Each player creates three tapped 1/1 white Warrior creature tokens. The tokens are goaded for as long as The War Games remains on the battlefield.
II, III — Put a +1/+1 counter on each Warrior creature.
IV — You may exile a nontoken creature you control. When you do, exile all Warriors.
Enchantment — Saga
R 0030
WHO • EN
Bartek Fedyczak
© BBC
™ & © 2023 Wizards of the Coast

The War Games
{2}{W}{W}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I — Each player creates three tapped 1/1 white Warrior creature tokens. The tokens are goaded for as long as The War Games remains on the battlefield.
II, III — Put a +1/+1 counter on each Warrior creature.
IV — You may exile a nontoken creature you control. When you do, exile all Warriors.
Enchantment — Saga
R 0030
WHO • EN
Bartek Fedyczak
© BBC
™ & © 2023 Wizards of the Coast