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

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

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

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

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

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

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

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

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