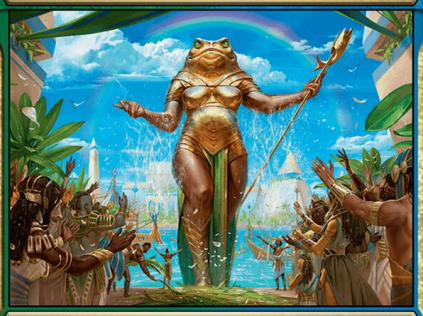
Sab-Sunen, Luxa Embodied {3}{B/G}{B/G}



Legendary Creature — God

Reach, trample, indestructible

Sab-Sunen can't attack or block unless it has an even number of counters on it. *(Zero is even.)*

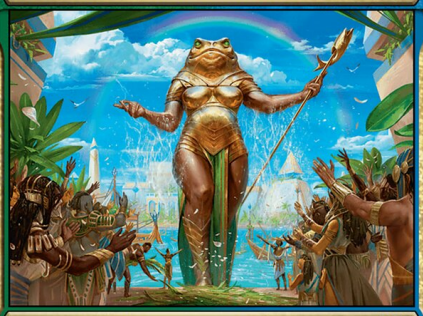
At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.

6/6

M 0221
DFT • EN ✍ Valera Lutfullina

™ & © 2025 Wizards of the Coast

Sab-Sunen, Luxa Embodied {3}{B/G}{B/G}



Legendary Creature — God

Reach, trample, indestructible

Sab-Sunen can't attack or block unless it has an even number of counters on it. *(Zero is even.)*

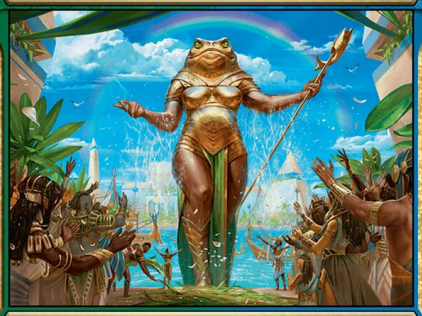
At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.

6/6

M 0221
DFT • EN ✍ Valera Lutfullina

™ & © 2025 Wizards of the Coast

Sab-Sunen, Luxa Embodied {3}{B/G}{B/G}



Legendary Creature — God

Reach, trample, indestructible

Sab-Sunen can't attack or block unless it has an even number of counters on it. *(Zero is even.)*

At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.

6/6

M 0221
DFT • EN ✍ Valera Lutfullina

™ & © 2025 Wizards of the Coast

Sab-Sunen, Luxa Embodied {3}{B/G}{B/G}



Legendary Creature — God

Reach, trample, indestructible

Sab-Sunen can't attack or block unless it has an even number of counters on it. *(Zero is even.)*

At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards.

6/6

M 0221
DFT • EN ✍ Valera Lutfullina

™ & © 2025 Wizards of the Coast