
Umaro, Raging Yeti 5
Legendary Creature — Yeti Berserker
Trample
At the beginning of combat on your turn, choose one at random —
• Other creatures you control get +3/+0 and gain trample until end of turn.
• Discard your hand, then draw four cards.
• Umaro deals 5 damage to any target.
6/6
R 0156 FFVI
FIC • EN 三好載克/Norikatsu Miyoshi
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Umaro, Raging Yeti 5
Legendary Creature — Yeti Berserker
Trample
At the beginning of combat on your turn, choose one at random —
• Other creatures you control get +3/+0 and gain trample until end of turn.
• Discard your hand, then draw four cards.
• Umaro deals 5 damage to any target.
6/6
R 0156 FFVI
FIC • EN 三好載克/Norikatsu Miyoshi
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Umaro, Raging Yeti 5
Legendary Creature — Yeti Berserker
Trample
At the beginning of combat on your turn, choose one at random —
• Other creatures you control get +3/+0 and gain trample until end of turn.
• Discard your hand, then draw four cards.
• Umaro deals 5 damage to any target.
6/6
R 0156 FFVI
FIC • EN 三好載克/Norikatsu Miyoshi
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast


Umaro, Raging Yeti 5
Legendary Creature — Yeti Berserker
Trample
At the beginning of combat on your turn, choose one at random —
• Other creatures you control get +3/+0 and gain trample until end of turn.
• Discard your hand, then draw four cards.
• Umaro deals 5 damage to any target.
6/6
R 0156 FFVI
FIC • EN 三好載克/Norikatsu Miyoshi
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast