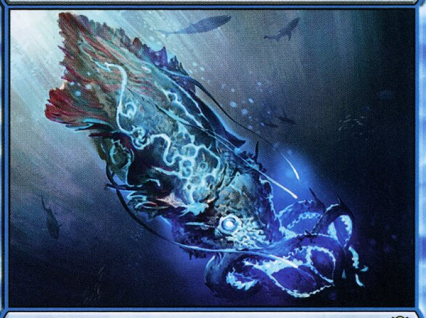
Trench Behemoth

5



Creature — Kraken

Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.

Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.

7/7

366 R
CMR • EN
Svetlin Velinov

™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

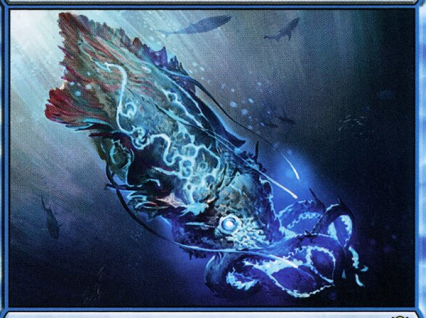
Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast


Trench Behemoth
5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 CMR • EN R Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth

5



Creature — Kraken

Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.

Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.

7/7

366 R
CMR • EN
Svetlin Velinov

™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast

Trench Behemoth 5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 R
CMR • EN
Svetlin Velinov
™ & © 2020 Wizards of the Coast


Trench Behemoth
5
Creature — Kraken
Return a land you control to its owner's hand: Untap Trench Behemoth. It gains hexproof until end of turn.
Whenever a land enters the battlefield under your control, target creature an opponent controls attacks during its controller's next combat phase if able.
7/7
366 CMR • EN R Svetlin Velinov
™ & © 2020 Wizards of the Coast