Mirkwood Channeler 3



Creature — Elf Druid

At the beginning of combat on your turn, target Elf you control gains trample and gets +X/+X until end of turn, where X is the number of Forests you control.

The dark things that were driven out of Mirkwood have returned in greater numbers, and it is again an evil place, save where the Elvish realm is maintained.

3/3

R 0833
LTR • EN Irina Nordsol

© MEE
™ & © 2023 Wizards of the Coast

Mirkwood Channeler 3



Creature — Elf Druid

At the beginning of combat on your turn, target Elf you control gains trample and gets +X/+X until end of turn, where X is the number of Forests you control.

The dark things that were driven out of Mirkwood have returned in greater numbers, and it is again an evil place, save where the Elvish realm is maintained.

3/3

R 0833
LTR • EN Irina Nordsol

© MEE
™ & © 2023 Wizards of the Coast

Mirkwood Channeler 3



Creature — Elf Druid

At the beginning of combat on your turn, target Elf you control gains trample and gets +X/+X until end of turn, where X is the number of Forests you control.

The dark things that were driven out of Mirkwood have returned in greater numbers, and it is again an evil place, save where the Elvish realm is maintained.

3/3

R 0833
LTR • EN Irina Nordsol

© MEE
™ & © 2023 Wizards of the Coast

Mirkwood Channeler 3



Creature — Elf Druid

At the beginning of combat on your turn, target Elf you control gains trample and gets +X/+X until end of turn, where X is the number of Forests you control.

The dark things that were driven out of Mirkwood have returned in greater numbers, and it is again an evil place, save where the Elvish realm is maintained.

3/3

R 0833
LTR • EN Irina Nordsol

© MEE
™ & © 2023 Wizards of the Coast