## Welcome to . . .

## Enchantment — Saga

I — For each opponent, up to one target noncreature artifact they control becomes a 0/4 Wall artifact creature with defender for as long as you control this Saga.

II — Create a 3/3 green Dinosaur creature token with trample. It gains haste until end of turn.

III — Destroy all Walls. Exile this Saga, then return it to the battlefield transformed under your control.

## Jurassic Park Legendary Land

Each Dinosaur card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard.

(e): Add (f) for each Dinosaur you control.