

Ascent of the Worthy

1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

II

III

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

2022/285 U
KHM • EN • JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1  

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.



Enchantment — Saga 

KHM • EN U JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga 

202/285 U
KHM • EN JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



Ascent of the Worthy 1   

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga 



202/285 U
KHM • EN  JAMES ARNOLD

TM & © 2021 Wizards of the Coast

The illustration depicts a dramatic scene from the 'Ascent of the Worthy' Saga. In the center, a muscular, bearded man with a glowing sword stands prominently. He is surrounded by other characters, including a woman with long dark hair and a man with a white beard. The scene is set against a dark, dramatic background with a large, glowing orb in the sky. The overall style is highly detailed and cinematic, typical of Magic: The Gathering art.

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 ★ ☠

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

II

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga ⚔

202/285 U
KHM • EN • JAMES ALDRID

TM & © 2021 Wizards of the Coast

Ascent of the Worthy

1 ✱ ☠

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I
II
III

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.



Enchantment — Saga



202/285 U
KHM • EN • JAMES ARNOLD

™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



Ascent of the Worthy 1 * skull

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

202/285 U
KHM • EN • JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy		1		
<p><i>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</i></p>	<p>Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.</p> <p>Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.</p>			
<p>I</p> <p>II</p> <p>III</p>				
Enchantment — Saga				

202/285 U
KHM • EN • JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1   

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga 

202/285 U
KHM • EN  JAMES ARNOLD

™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 ★ ☠

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

II

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga ☠

202/285 U
KHM • EN • JAMES ALDRID

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

™ & © 2021 Wizards of the Coast

Ascent of the Worthy 1 ★

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



Ascent of the Worthy		1		
<p><i>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</i></p>	<p>Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.</p>			
<p>Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.</p>				
<p>Enchantment — Saga</p>				

202/285 U
KHM • EN • JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1   

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga 

202/285 U
KHM • EN  JAMES ARNOLD

™ & © 2021 Wizards of the Coast

Ascent of the Worthy

1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

III

Enchantment — Saga

202/285 U
KHM • EN • JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1 * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I
II
III

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga *

The illustration depicts a central figure, a warrior with a beard and a glowing sword, standing amidst a dark, swirling vortex. Above him, two figures are shown in a state of ascension or transformation, one appearing as a bird-like creature and the other as a more ethereal being. The scene is filled with dramatic lighting, with the warrior's sword and the figures above providing light sources against a dark background. The overall style is reminiscent of classic fantasy art.

Ascent of the Worthy 1 * * *

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga 

202/285 U
KHM • EN JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy 1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga



Ascent of the Worthy 1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

202/285 U
KHM • EN JAMES ARNOLD

TM & © 2021 Wizards of the Coast

Ascent of the Worthy

1

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I

II

III

Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

202/285 U

KHM • EN

JAMES ARNOLD

™ & © 2021 Wizards of the Coast