Binding the Old Gods

2 {B} {G}

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

I — Destroy target nonland permanent an opponent controls.

II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.

III — Creatures you control gain deathtouch until end of turn.



Enchantment — Saga

206/285 U
KHM • EN
Victor Adame Minguez

™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast

Binding the Old Gods
2 {B} {G}
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Destroy target nonland permanent an opponent controls.
II — Search your library for a Forest card, put it onto the battlefield tapped, then shuffle your library.
III — Creatures you control gain deathtouch until end of turn.
Enchantment — Saga
206/285 U
KHM • EN
Victor Adame Minguez
™ & © 2021 Wizards of the Coast