Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.



Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.



Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.



Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.



Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Odin

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.

Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

R 0121 FFXIV
FIN • EN Nino Is

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast