## Binding the Old Gods

2 ⚫ 🌳

*(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.

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



Enchantment — Saga

U 0917
CMM • EN
Victor Adame Minguez

™ & © 2023 Wizards of the Coast


## Binding the Old Gods

2 ⚫ 🌳

*(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.

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





Enchantment — Saga

U 0917
CMM • EN
Victor Adame Minguez

™ & © 2023 Wizards of the Coast



## Binding the Old Gods

2 ⚫ 🌳

*(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.

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





Enchantment — Saga

U 0917
CMM • EN
Victor Adame Minguez

™ & © 2023 Wizards of the Coast



## Binding the Old Gods

2 ⚫ 🌳

*(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.

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





Enchantment — Saga

U 0917
CMM • EN
Victor Adame Minguez

™ & © 2023 Wizards of the Coast