Sigil of the Nayan Gods



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 for each creature you control.

Cycling (, Discard this card: Draw a card.)

As the elves learned the hymns of angels, the knights learned the roars of titans.

Warren Mahy

™ & © 1993–2009 Wizards of the Coast LLC 78/145

Sigil of the Nayan Gods

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 for each creature you control.

Cycling (, Discard this card: Draw a card.)

As the elves learned the hymns of angels, the knights learned the roars of titans.

Warren Mahy

™ & © 1993–2009 Wizards of the Coast LLC 78/145

Sigil of the Nayan Gods

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 for each creature you control.

Cycling (, Discard this card: Draw a card.)

As the elves learned the hymns of angels, the knights learned the roars of titans.

Warren Mahy

™ & © 1993–2009 Wizards of the Coast LLC 78/145

Sigil of the Nayan Gods

Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1 for each creature you control.

Cycling (, Discard this card: Draw a card.)

As the elves learned the hymns of angels, the knights learned the roars of titans.

Warren Mahy

™ & © 1993–2009 Wizards of the Coast LLC 78/145