

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast

The Clone Saga

3

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

I

Surveil 3.

II

When you next cast a creature spell this turn, copy it, except the copy isn't legendary.

III

Choose a card name. Whenever a creature with the chosen name deals combat damage to a player this turn, draw a card.



Enchantment — Saga

R 0782 MSC • EN BILL SIENKIEWICZ MARVEL™ & © 2026 Wizards of the Coast