Summon: Primal Garuda 3

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

I — *Aerial Blast* — This creature deals 4 damage to target tapped creature an opponent controls.

II, III — *Slipstream* — Another target creature you control gets +1/+0 and gains flying until end of turn.



Enchantment Creature — Saga Harpy

Flying

3/3

U 0037 FFXIV
FIN • EN Madeline Boni

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3

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

I — *Aerial Blast* — This creature deals 4 damage to target tapped creature an opponent controls.

II, III — *Slipstream* — Another target creature you control gets +1/+0 and gains flying until end of turn.



Enchantment Creature — Saga Harpy

Flying

3/3

U 0037 FFXIV
FIN • EN Madeline Boni

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3

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

I — *Aerial Blast* — This creature deals 4 damage to target tapped creature an opponent controls.

II, III — *Slipstream* — Another target creature you control gets +1/+0 and gains flying until end of turn.



Enchantment Creature — Saga Harpy

Flying

3/3

U 0037 FFXIV
FIN • EN Madeline Boni

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3

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

I — *Aerial Blast* — This creature deals 4 damage to target tapped creature an opponent controls.

II, III — *Slipstream* — Another target creature you control gets +1/+0 and gains flying until end of turn.



Enchantment Creature — Saga Harpy

Flying

3/3

U 0037 FFXIV
FIN • EN Madeline Boni

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Primal Garuda 3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — Aerial Blast — This creature deals 4 damage to target tapped creature an opponent controls.
II, III — Slipstream — Another target creature you control gets +1/+0 and gains flying until end of turn.
Enchantment Creature — Saga Harpy
Flying
3/3
U 0037 FFXIV
FIN • EN Madeline Boni
FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast