The World Spell

5

Read ahead *(Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)*



I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

III — Put up to two non-Saga permanent cards from your hand onto the battlefield.

Enchantment — Saga

189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette

The World Spell 5
Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I, II — Look at the top seven cards of your library. You may reveal a non-Saga permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.
III — Put up to two non-Saga permanent cards from your hand onto the battlefield.
Enchantment — Saga
189/281 M
DMU • EN ✒ Adam Paquette