Fallen Ideal



Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast

Fallen Ideal

Enchantment — Aura

Enchant creature

Enchanted creature has flying and “Sacrifice a creature: This creature gets +2/+1 until end of turn.”

When this Aura is put into a graveyard from the battlefield, return it to its owner’s hand.

“Victory is nonnegotiable.”

U 0117
SOC • EN Filipe Pagliuso

™ & © 2026 Wizards of the Coast