

**Colossal Skyturtle** 4

**Enchantment Creature – Turtle**

Flying, ward 2

**Channel** — 2, Discard Colossal Skyturtle: Return target card from your graveyard to your hand.

**Channel** — 1, Discard Colossal Skyturtle: Return target creature to its owner's hand.

6/5

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**Overlord of the Mistmoors** 5

**Enchantment Creature – Avatar Horror**

Impending 4 — 2\*\* (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever Overlord of the Mistmoors enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

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**Court of Ire** 3

**Enchantment**

When Court of Ire enters the battlefield, you become the monarch.

At the beginning of your upkeep, Court of Ire deals 2 damage to any target. If you're the monarch, it deals 7 damage instead.

*"How long is it since Saruman bought you? What was the promised price?"*

R 0213 LTC • EN ➔ ELIZABETH PEIRO

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**Survival of the Fittest** 1

**Enchantment**

**•**, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

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**Survival of the Fittest** 1

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**•**, Choose and discard a creature card: Search your library for a creature card, reveal that card to all players, and put it into your hand. Shuffle your library afterwards.

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**Summon: Knights of Round** 6

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

I Create three 2/2 white Knight creature tokens.

II Create three 2/2 white Knight creature tokens.

III Create three 2/2 white Knight creature tokens.

IV Create three 2/2 white Knight creature tokens.

V **Ultimate End** — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

**Enchantment Creature – Saga Knight**

Indestructible

Illus. Toshiaki Takayama  
FFO SQUARE ENIX FIN • EN ➔ タカヤマトシaki / TOSHIAKI TAKAYAMA

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**Summon: Leviathan** 4

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

I Return each creature that isn't a Kraken, Leviathan, Merfolk, Octopus, or Serpent to its owner's hand.

II Until end of turn, whenever a Kraken, Leviathan, Merfolk, Octopus, or Serpent attacks, draw a card.

**Enchantment Creature – Saga Leviathan**

Ward 2

6/6

R 0077 FFV FIN • EN ➔ おつまみ/OTUMAMI

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**Summon: Bahamut** 9

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

I Destroy up to one target nonland permanent.

II Draw two cards.

III Mega Flare — This creature deals damage equal to the total mana value of other permanents you control to each opponent.

**Enchantment Creature – Saga Dragon**

Flying

9/9

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**Omniscience** 7

**Enchantment**

You may cast spells from your hand without paying their mana costs.

*"The things I once imagined would be my greatest achievements were only the first steps toward a future I can only begin to fathom."*

—Jace Beleren

M 0161 FDN • EN ➔ JASON CHAN

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**Necrogoyle** 3

**Creature — Lhurgoyf**

Necrogoyle's power is equal to the number of creature cards in all graveyards. At the beginning of each player's upkeep, that player discards a card. **Madness 1**  (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 4

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**Dwarven Miner** 1

**Summon Dwarf**

**2** : Destroy target nonbasic land.  
"Fetch the pestrider, Pako—we've got dwarves in the rutabagas!" —Jamil, Femeref farmer

Illus. JOCK

1/2

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**Tropical Island**

**Land**

Counts as both forest and islands and is affected by spells that affect either. Tap to add either or to your mana pool.

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Counts as both forest and islands and is affected by spells that affect either. Tap to add either or to your mana pool.

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**Bushwhack**

**Sorcery**

Choose one —

- Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**Bushwhack**

**Sorcery**

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- Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**Pyrogoyf** 3

**Creature — Lhurgoyf**

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever Pyrogoyf or another Lhurgoyf creature enters the battlefield under your control, that creature deals damage equal to its power to any target. 1+1

R 0059  
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