The Flux

{2}{B}{B}

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



I — The Flux deals 4 damage to target creature an opponent controls.

II

III — Exile the top card of your library. You may play that card this turn.

IV

V

VI — Add six {B}.

Enchantment — Saga

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WHO • EN
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