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.

IV — You may play that card this turn.

V

VI — Add six {B}.



Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast

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.

IV — You may play that card this turn.

V

VI — Add six {B}.

Enchantment — Saga

R 0086
WHO • EN
Alexander Gering

© BBC
™ & © 2023 Wizards of the Coast