Vault 112: Sadistic Simulation {2}{B}{R}

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

I, II — Tap up to one target creature and put a stun counter on it. You get {E}{E} *(two energy counters)*.

III — Pay any amount of {E}. If you paid one or more {E} this way, shuffle your library, then exile that many cards from the top. You may play one of those cards without paying its mana cost.



Enchantment — Saga

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