Summon: Primal Odin

{4}{B}{B}

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

I — *Gungnir* — Destroy target creature an opponent controls.

II — *Zantetsuken* — This creature gains "Whenever this creature deals combat damage to a player, that player loses the game."

III — *Hall of Sorrow* — Draw two cards. Each player loses 2 life.



Enchantment Creature — Saga Knight

The elder primal Odin has returned to Eorzea.

5/3

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