## Showdown of the Skalds

2 {R} {W}

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



I — Exile the top four cards of your library. Until the end of your next turn, you may play those cards.

II — Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.

III

**Enchantment — Saga**

229/285 R
KHM • EN
Steven Belledin

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