
The Trickster-God's Heist
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
You may exchange control of two target creatures.
II
You may exchange control of two target nonbasic, noncreature permanents that share a card type.
III
Target player loses 3 life and you gain 3 life.
Enchantment — Saga
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