Kang Dynasty

3

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



I — For each opponent, tap up to one target creature that player controls. Goad those creatures.

II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.

III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.

Enchantment — Saga

R 0035
MSC • EN
Serena Malyon

© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty

3

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



I — For each opponent, tap up to one target creature that player controls. Goad those creatures.

II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.

III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.

Enchantment — Saga

R 0035
MSC • EN
Serena Malyon

© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty

3

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



I — For each opponent, tap up to one target creature that player controls. Goad those creatures.

II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.

III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.

Enchantment — Saga

R 0035
MSC • EN
Serena Malyon

© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty

3

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



I — For each opponent, tap up to one target creature that player controls. Goad those creatures.

II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.

III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.

Enchantment — Saga

R 0035
MSC • EN
Serena Malyon

© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast

Kang Dynasty
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I — For each opponent, tap up to one target creature that player controls. Goad those creatures.
II — Until your next turn, whenever any of those creatures deals combat damage to a player, draw a card.
III — Target creature you control gets +1/+1 until end of turn for each card in your hand and can't be blocked this turn.
Enchantment — Saga
R 0035
MSC • EN
Serena Malyon
© MARVEL
™ & © 2026 Wizards of the Coast