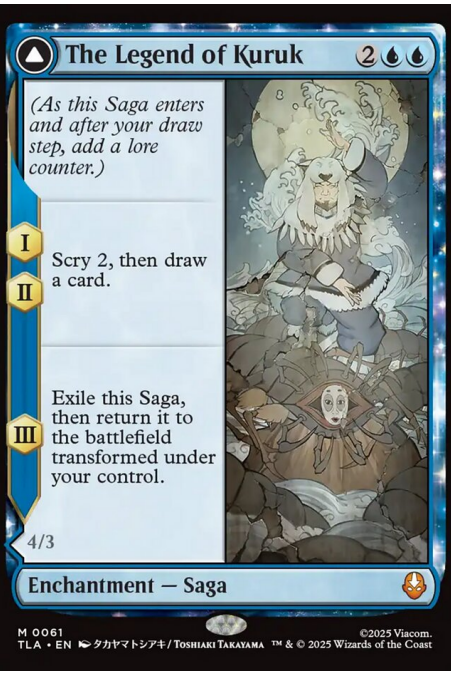

The Legend of Kuruk
(As this Saga enters and after your draw step, add a lore counter.)
I
II
Scry 2, then draw a card.
III
Exile this Saga, then return it to the battlefield transformed under your control.
4/3
Enchantment — Saga
M 0061
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