Summon: Esper Ramuh

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

I — *Judgment Bolt* — This creature deals damage equal to the number of noncreature, nonland cards in your graveyard to target creature an opponent controls.



II — Wizards you control get +1/+0 until end of turn.

III — Wizards you control get +1/+0 until end of turn.

Enchantment Creature — Saga Wizard

"I am Ramuh—the esper."

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