Summon: Esper Ramuh

(2)(B/R)(B/R)

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



Enchantment Creature — Saga Wizard

"I am Ramuh—the esper."

3/3

U 0161 FFVI
FIN • EN Tustyna Dura

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