Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast

Summon: Esper Ramuh

(2)(R)(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 Iustyna Dura

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast