Roll-Roll-Roll-Roll 2

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

I Exile up to one target creature or land you control.
II If you do, return it to the battlefield under its owner's control at the beginning of the next end step.
III
IV



Enchantment — Saga

R 0054
HOB • EN ROVINA CAI

©MEE
™ & © 2026 Wizards of the Coast

Roll-Roll-Roll-Roll 2

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

I Exile up to one target creature or land you control.
II If you do, return it to the battlefield under its owner's control at the beginning of the next end step.
III
IV



Enchantment — Saga

R 0054
HOB • EN ROVINA CAI

©MEE
™ & © 2026 Wizards of the Coast

Roll-Roll-Roll-Roll 2

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

I Exile up to one target creature or land you control.
II If you do, return it to the battlefield under its owner's control at the beginning of the next end step.
III
IV



Enchantment — Saga

R 0054
HOB • EN ROVINA CAI

©MEE
™ & © 2026 Wizards of the Coast

Roll-Roll-Roll-Roll 2

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

I Exile up to one target creature or land you control.
II If you do, return it to the battlefield under its owner's control at the beginning of the next end step.
III
IV



Enchantment — Saga

R 0054
HOB • EN ROVINA CAI

©MEE
™ & © 2026 Wizards of the Coast