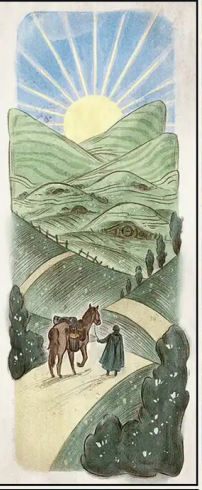
Roads Go Ever, Ever On

1

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



I — Search your library for up to two basic Plains cards, exile them, then shuffle. You gain 2 life.

II, III — Put a card exiled with this Saga into its owner's hand.

IV — Whenever you attack this turn, target creature you control gets +1/+1 until end of turn for each Plains you control.

Enchantment — Saga

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