
Showdown of the Skalds
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
Exile the top four cards of your library. Until the end of your next turn, you may play those cards.
II
III
Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.
Enchantment — Saga
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KHM • EN
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