Summon: Yojimbo 3

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

I — Exile target artifact, enchantment, or tapped creature an opponent controls.

II — Until your next turn, creatures can't attack you unless their controller pays 2 for each of those creatures.

III — Create X Treasure tokens, where X is the number of opponents who control a creature with power 4 or greater.



Enchantment Creature — Saga Samurai

Vigilance

5/5

R 0028 FFX
F1C • EN Benjamin Ee

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