Vault 13: Dweller's Journey 3

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



I — For each player, exile up to one other target enchantment or creature that player controls until Vault 13 leaves the battlefield.

II — You gain 2 life and scry 2.

III — Return two cards exiled with Vault 13 to the battlefield under their owners' control and put the rest on the bottom of their owners' libraries.

Enchantment — Saga

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