Summon: Yojimbo 3

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

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

IV — 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 0196 FFX
F I C • E N 百瀬寿/HISASHI MOMOSE

FFO SQUARE ENIX
™ & © 2025 Wizards of the Coast