

The Girl in the Fireplace2

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

I

Create a 1/1 white Human Noble creature token with vanishing 3 and "Prevent all damage that would be dealt to this creature."

II

Create a 2/2 white Horse creature token with "Doctors you control have horsemanship." (They can't be blocked except by creatures with horsemanship.)

III

Whenever a creature you control deals combat damage to a player this turn, time travel.



Enchantment — Saga

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