The Dragon-Kami Reborn 2

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

I — You gain 2 life. Look at the top three cards of your library. Exile one of them face down with a hatching counter on it, then put the rest on the bottom of your library in any order.

II

III — Exile this Saga, then return it to the battlefield transformed under your control

0/1



Enchantment — Saga

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