

Medomai's Prophecy

1

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

I

Scry 2.

II

Choose a card name.

III

When you cast a spell with the chosen name for the first time this turn, draw two cards.

IV

Look at the top card of each player's library.

Enchantment — Saga

053/254 U
THB • EN

SEB MCKINNON

™ & © 2020 Wizards of the Coast

Medomai's Prophecy

1

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

I

Scry 2.

II

Choose a card name.

III

When you cast a spell with the chosen name for the first time this turn, draw two cards.

IV

Look at the top card of each player's library.

Enchantment — Saga

053/254 U
THB • EN

SEB MCKINNON

™ & © 2020 Wizards of the Coast

Medomai's Prophecy

1

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

I

Scry 2.

II

Choose a card name.

III

When you cast a spell with the chosen name for the first time this turn, draw two cards.

IV

Look at the top card of each player's library.

Enchantment — Saga

053/254 U
THB • EN

SEB MCKINNON

™ & © 2020 Wizards of the Coast

Medomai's Prophecy

1

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

I

Scry 2.

II

Choose a card name.

III

When you cast a spell with the chosen name for the first time this turn, draw two cards.

IV

Look at the top card of each player's library.

Enchantment — Saga

053/254 U
THB • EN

SEB MCKINNON

™ & © 2020 Wizards of the Coast