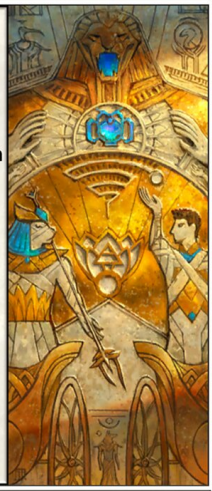
Naktamun Shines Again

(2)(✱)

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



I — All creature cards you own with mana value 2 or less perpetually get +1/+0.

II — Seek a creature card with mana value 2 or less and put it onto the battlefield.

III — Creatures you control with mana value 2 or less gain flying until end of turn.

Enchantment – Saga

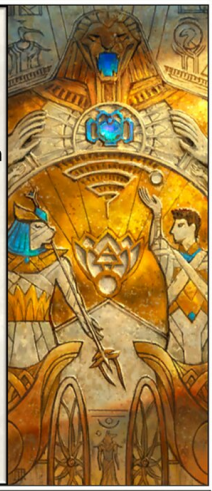
A 25

Andrew Mar

Naktamun Shines Again

(2)(✱)

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



I — All creature cards you own with mana value 2 or less perpetually get +1/+0.

II — Seek a creature card with mana value 2 or less and put it onto the battlefield.

III — Creatures you control with mana value 2 or less gain flying until end of turn.

Enchantment – Saga

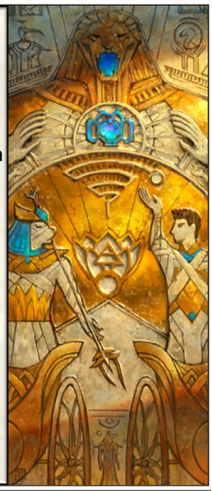
A 25

Andrew Mar

Naktamun Shines Again

(2)(✱)

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



I — All creature cards you own with mana value 2 or less perpetually get +1/+0.

II — Seek a creature card with mana value 2 or less and put it onto the battlefield.

III — Creatures you control with mana value 2 or less gain flying until end of turn.

Enchantment – Saga

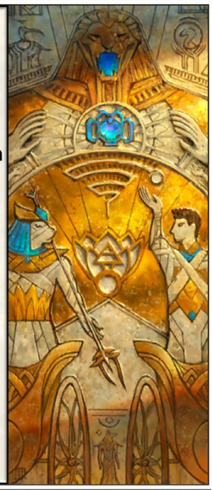
A 25

Andrew Mar

Naktamun Shines Again

(2)(✱)

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



I — All creature cards you own with mana value 2 or less perpetually get +1/+0.

II — Seek a creature card with mana value 2 or less and put it onto the battlefield.

III — Creatures you control with mana value 2 or less gain flying until end of turn.

Enchantment – Saga

A 25

Andrew Mar