The Parting of the Ways {4}{B}{B}

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

I — Exile the top five cards of your library. For each nonland card exiled this way, put a number of time counters on that card equal to its mana value. If it doesn't have suspend, it gains suspend.

II — Time travel, then time travel.

III — For each opponent, destroy up to one target artifact that player controls.



Enchantment — Saga

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