Showdown of the Skalds

(2)(R)(G)

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

I — Exile the top four cards of your library. Until the end of your next turn, you may play those cards.

II, III — Whenever you cast a spell this turn, put a +1/+1 counter on target creature you control.



Enchantment — Saga

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