Fall of the Impostor

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

I, II — Put a +1/+1 counter on up to one target creature.

III — Exile a creature with the greatest power among creatures target opponent controls.



Enchantment — Saga

208/285 U Story Spotlight
KHM • EN
Eric Deschamps

mtgstory.com

™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor

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

I, II — Put a +1/+1 counter on up to one target creature.

III — Exile a creature with the greatest power among creatures target opponent controls.



Enchantment — Saga

208/285 U Story Spotlight
KHM • EN
Eric Deschamps

mtgstory.com

™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor

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

I, II — Put a +1/+1 counter on up to one target creature.

III — Exile a creature with the greatest power among creatures target opponent controls.



Enchantment — Saga

208/285 U Story Spotlight
KHM • EN
Eric Deschamps

mtgstory.com

™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor

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

I, II — Put a +1/+1 counter on up to one target creature.

III — Exile a creature with the greatest power among creatures target opponent controls.



Enchantment — Saga

208/285 U Story Spotlight
KHM • EN
Eric Deschamps

mtgstory.com

™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast

Fall of the Impostor
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II — Put a +1/+1 counter on up to one target creature.
III — Exile a creature with the greatest power among creatures target opponent controls.
Enchantment — Saga
208/285 U Story Spotlight
KHM • EN
Eric Deschamps
mtgstory.com
™ & © 2021 Wizards of the Coast