Fugitive of the Judoon

{4}{G}

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

I — Create a 1/1 white Human creature token with ward 2 and a 4/4 white Alien Rhino creature token.

II — Investigate.

III — You may exile a Human you control and an artifact you control. If you do, search your library for a Doctor card, put it onto the battlefield, then shuffle.



Enchantment — Saga

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