
Ral and the Implicit Maze
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
Ral and the Implicit Maze deals 2 damage to each creature and planeswalker your opponents control.
II
You may discard a card. If you do, exile the top two cards of your library. You may play them until the end of your next turn.
III
Create a Spellgorger Weird token. (It's a 2 2/2 Weird creature with "Whenever you cast a noncreature spell, put a +1/+1 counter on Spellgorger Weird.")
Enchantment — Saga
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