Fall of Gil-galad

{1}{G}

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

I — Scry 2.

II — Put two +1/+1 counters on target creature you control.

III — Until end of turn, target creature you control gains "When this creature dies, draw two cards." Then that creature fights up to one other target creature.



Enchantment — Saga

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