Triumph of Gerrard

{1}{W}

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



I — Put a +1/+1 counter on target creature you control with the greatest power.

II — Put a +1/+1 counter on target creature you control with the greatest power.

III — Target creature you control with the greatest power gains flying, first strike, and lifelink until end of turn.

Enchantment — Saga

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