Summon: Knights of Round {6}{W}{W}

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

I, II, III — Create three 2/2 white Knight creature tokens.

IV



V — *Ultimate End* — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.

Enchantment Creature — Saga Knight

Indestructible

3/3

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