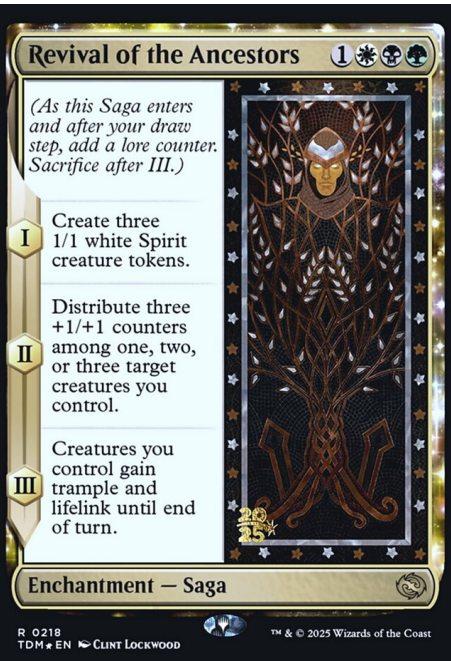
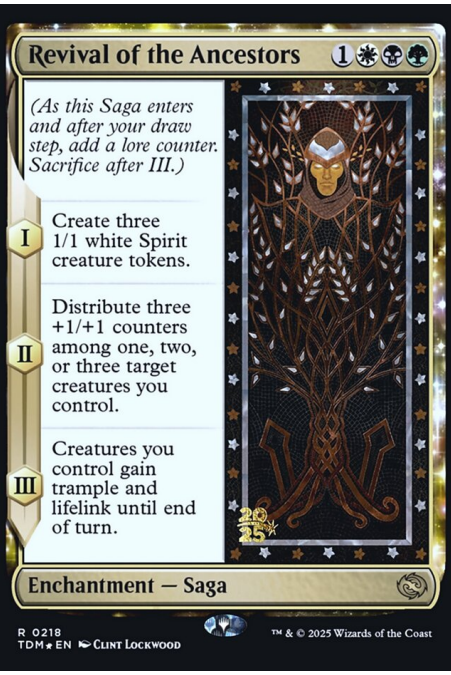
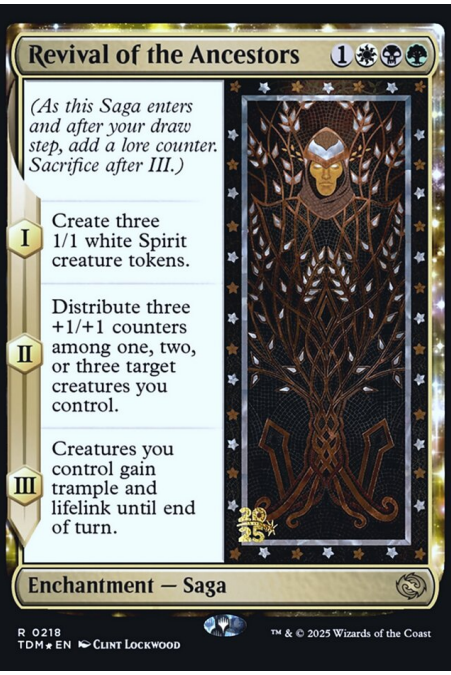

Revival of the Ancestors
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Create three 1/1 white Spirit creature tokens.
II Distribute three +1/+1 counters among one, two, or three target creatures you control.
III Creatures you control gain trample and lifelink until end of turn.
Enchantment — Saga
R 0218
TDM ★ EN
Clint Lockwood
™ & © 2025 Wizards of the Coast


Revival of the Ancestors
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Create three 1/1 white Spirit creature tokens.
II Distribute three +1/+1 counters among one, two, or three target creatures you control.
III Creatures you control gain trample and lifelink until end of turn.
Enchantment — Saga
R 0218
TDM ★ EN
Clint Lockwood
™ & © 2025 Wizards of the Coast


Revival of the Ancestors
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Create three 1/1 white Spirit creature tokens.
II Distribute three +1/+1 counters among one, two, or three target creatures you control.
III Creatures you control gain trample and lifelink until end of turn.
Enchantment — Saga
R 0218
TDM ★ EN
Clint Lockwood
™ & © 2025 Wizards of the Coast


Revival of the Ancestors
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I Create three 1/1 white Spirit creature tokens.
II Distribute three +1/+1 counters among one, two, or three target creatures you control.
III Creatures you control gain trample and lifelink until end of turn.
Enchantment — Saga
R 0218
TDM ★ EN
Clint Lockwood
™ & © 2025 Wizards of the Coast