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

R 0165
LTR ★ EN Craig Elliott

© MEE
™ & © 2023 Wizards of the Coast

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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast

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

R 0165
LTR ★ EN Craig Elliott

© MEE
™ & © 2023 Wizards of the Coast

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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast

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

R 0165
LTR ★ EN Craig Elliott

© MEE
™ & © 2023 Wizards of the Coast

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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast

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

R 0165
LTR ★ EN Craig Elliott

© MEE
™ & © 2023 Wizards of the Coast

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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast
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
R 0165
LTR ★ EN Craig Elliott
© MEE
™ & © 2023 Wizards of the Coast