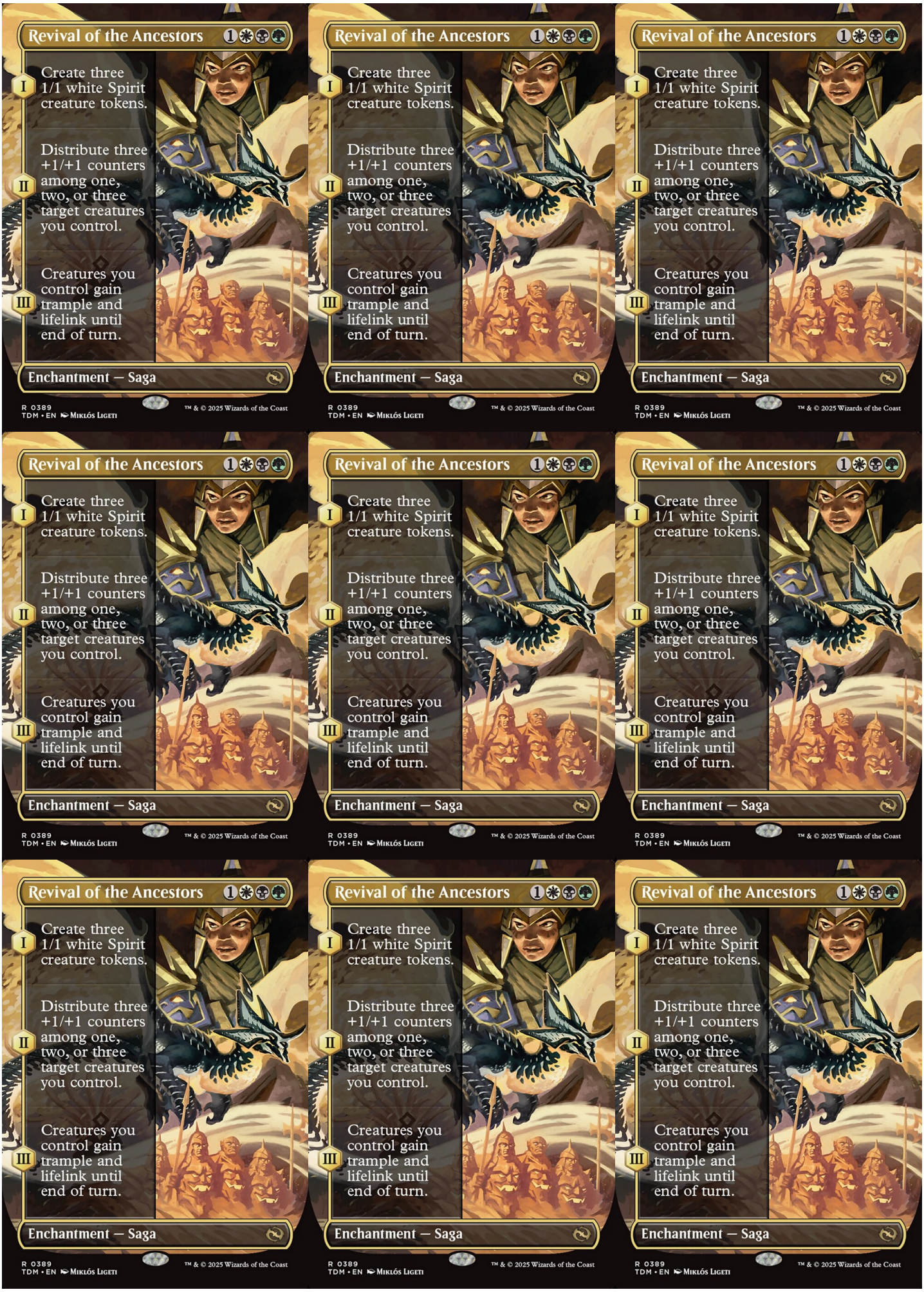
Revival of the Ancestors
I Create three 1/1 white Spirit creature tokens.
II Distribute three +1/+1 counters among one, two, or three target creatures you control.
III Creatures you control gain trample and lifelink until end of turn.
Enchantment — Saga
R 0389
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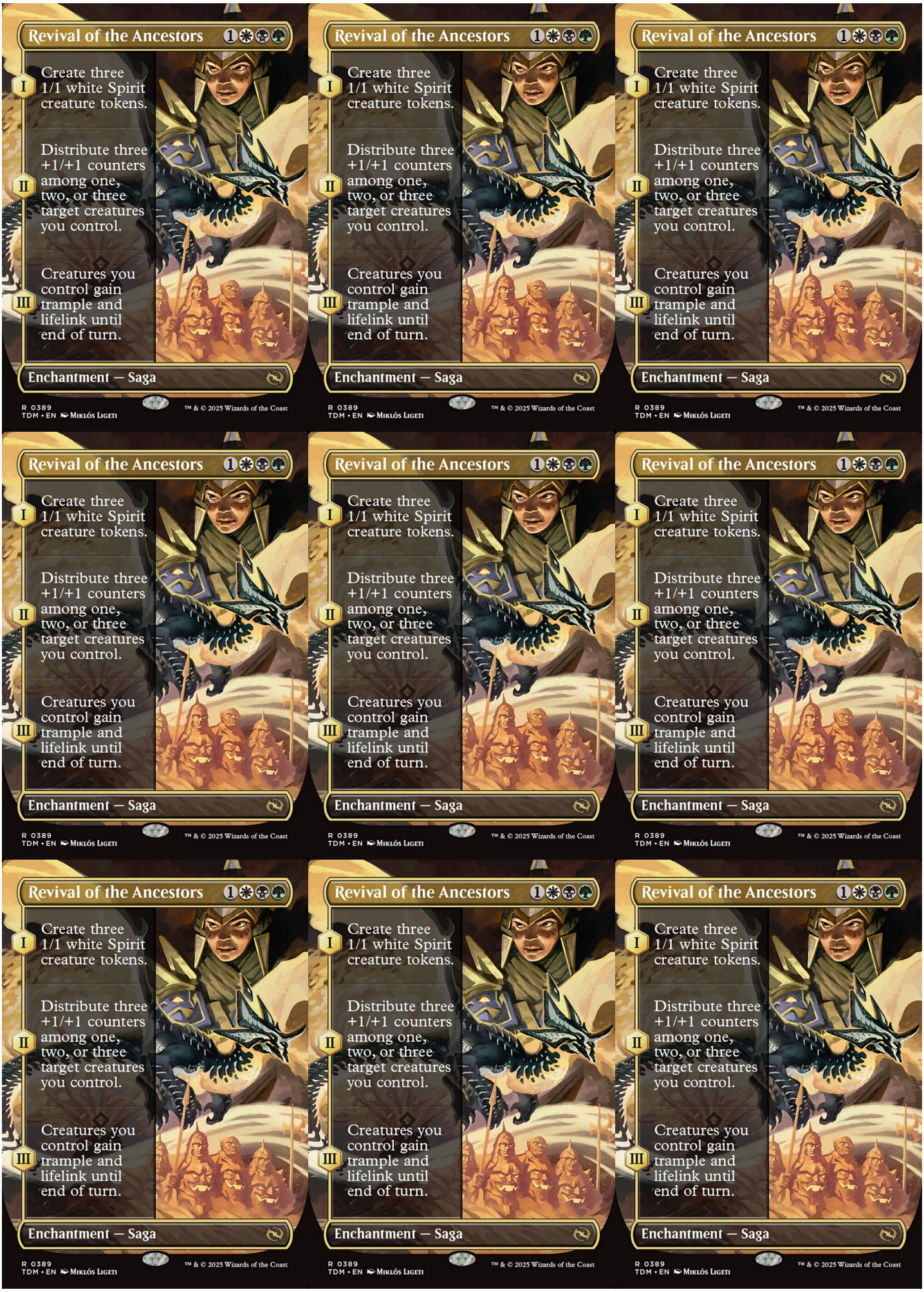
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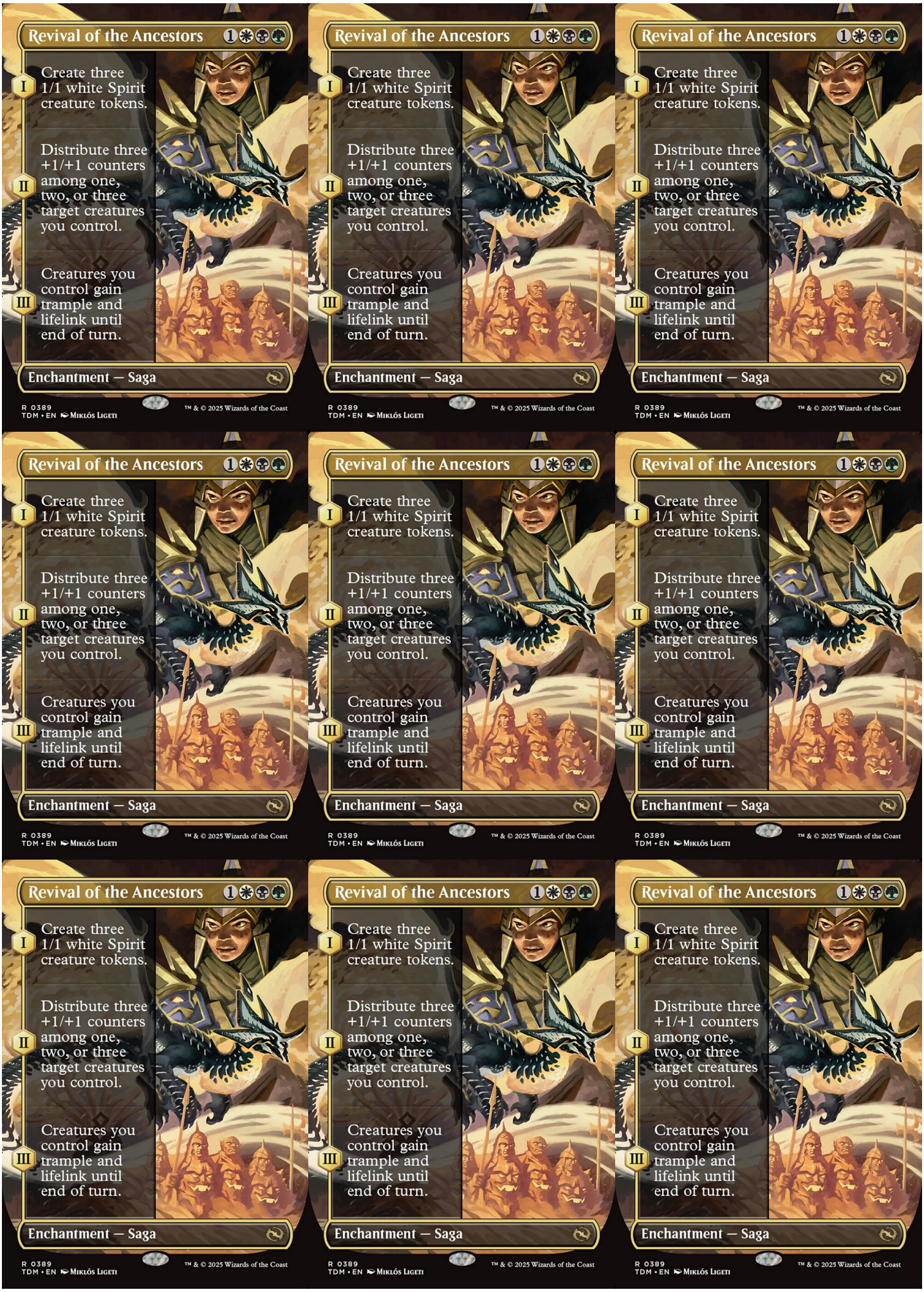
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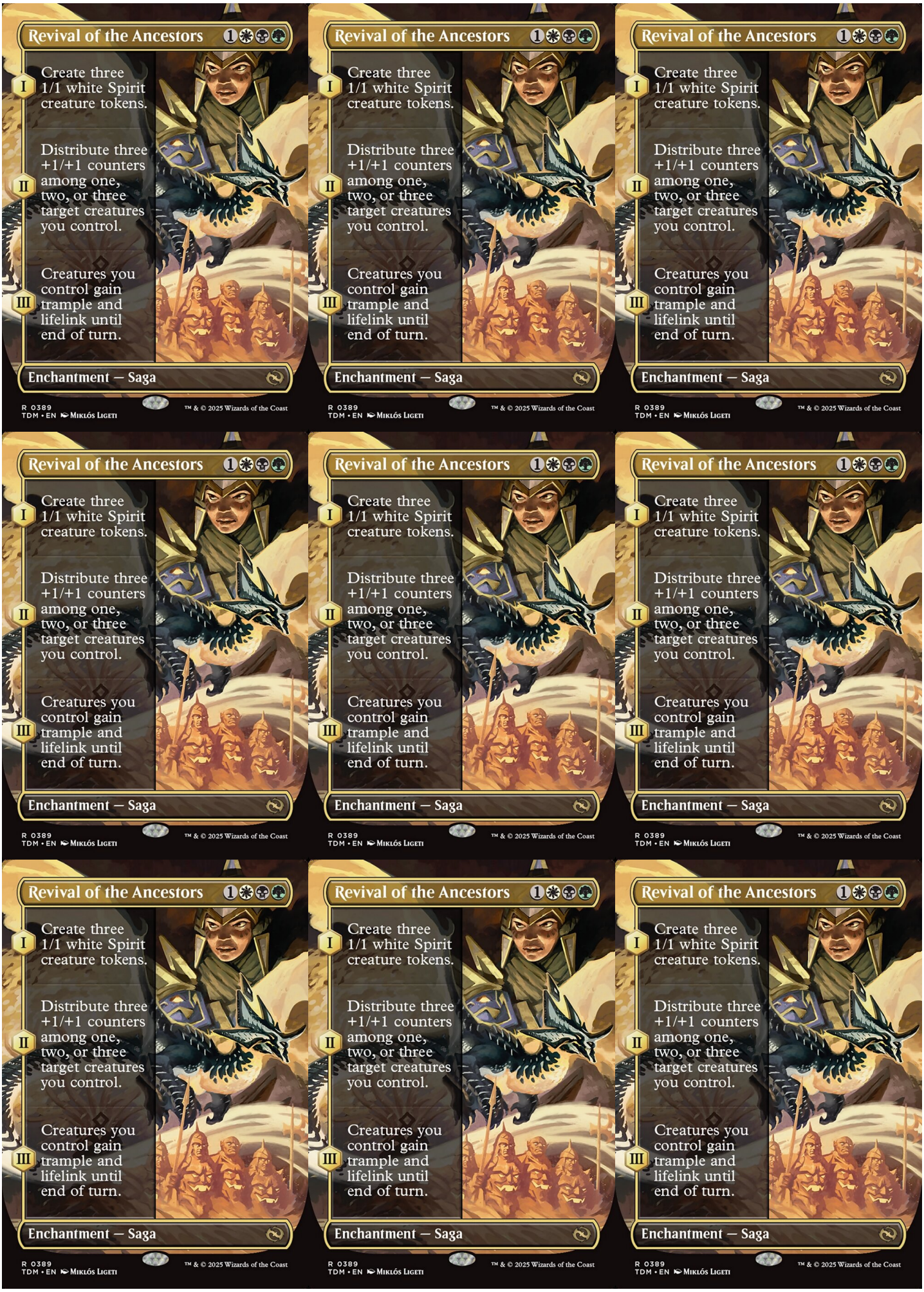
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