
The Last Ronin
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
Destroy all creatures.
II
Mill four cards. When you do, return target creature card from your graveyard to your hand.
III
Whenever a creature you control attacks alone this turn, put three +1/+1 counters on it. It gains trample, lifelink, and indestructible until end of turn.
Enchantment — Saga
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