
World War Hulk
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
The next red or green creature spell you cast this turn can be cast without paying its mana cost.
II
Put three +1/+1 counters on target creature you control.
III
Choose target creature you control. Until end of turn, double its power and toughness and it gains trample.
Enchantment — Saga
R 0197
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