World War Hulk

(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

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