Tale of Tinúviel

3

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)



I — Target creature you control gains indestructible for as long as you control Tale of Tinúviel.

II — Return target creature card from your graveyard to the battlefield.

III — Up to two target creatures you control each gain lifelink until end of turn.

Enchantment — Saga

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