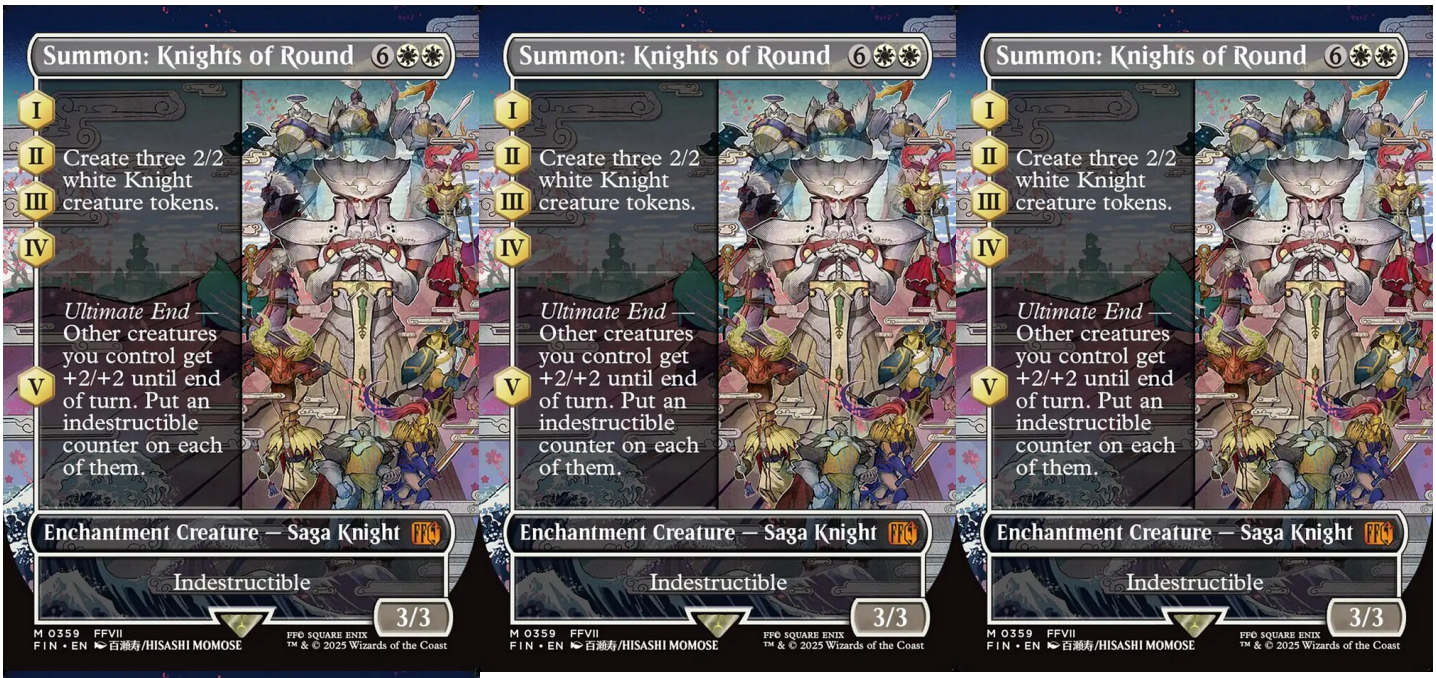
Summon: Knights of Round 6
I
II Create three 2/2 white Knight
III creature tokens.
IV
Ultimate End — Other creatures you control get +2/+2 until end of turn. Put an indestructible counter on each of them.
V
Enchantment Creature — Saga Knight
Indestructible
3/3
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