Revival of the Ancestors

(1)(W)(B)(G)

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

I — Create three 1/1 white Spirit creature tokens.

II — Distribute three +1/+1 counters among one, two, or three target creatures you control.

III — Creatures you control gain trample and lifelink until end of turn.



Enchantment — Saga

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