Ascent of the Worthy

1 ⚪ ⚫

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



I — Choose a creature you control. Until your next turn, all damage that would be dealt to creatures you control is dealt to that creature instead.

II

III — Return target creature card from your graveyard to the battlefield with a flying counter on it. That creature is an Angel Warrior in addition to its other types.

Enchantment — Saga

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