Teachings of the Kirin

1

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

I — Mill three cards. Create a 1/1 colorless Spirit creature token.

II — Put a +1/+1 counter on target creature you control.

III — Exile this Saga, then return it to the battlefield transformed under your control.

1/1



Enchantment — Saga

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