

Teachings of the Kirin		1
<p><i>(As this Saga enters and after your draw step, add a lore counter.)</i></p>		
<p>I Mill three cards. Create a +1/1 colorless Spirit creature token.</p>		
<p>II Put a +1/+1 counter on target creature you control.</p>		
<p>III Exile this Saga, then return it to the battlefield transformed under your control.</p>		
1/1		
Enchantment — Saga		

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