
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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NEO • EN Sam Burley
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