
One Ring to Rule Them All
2
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
The Ring tempts you, then each player mills cards equal to your Ring-bearer's power.
II
Destroy all nonlegendary creatures.
III
Each opponent loses 1 life for each creature card in that player's graveyard.
Enchantment — Saga
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