
Elspeth's Nightmare
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
Destroy target creature an opponent controls with power 2 or less.
II
Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.
III
Exile target opponent's graveyard.
Enchantment — Saga
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