Elspeth's Nightmare

(2)(B)

(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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