Down, Down to Goblin-town

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)

I — Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

II — Amass Goblins 1. *(Put a +1/+1 counter on an Army you control. It's also a Goblin. If you don't control an Army, create a 0/0 black Goblin Army creature token first.)*

III, IV — Target opponent loses 1 life and you gain 1 life.



Enchantment — Saga

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