The Apprentice's Folly

(2)(U)(R)

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

I, II — Choose target nontoken creature you control that doesn't have the same name as a token you control. Create a token that's a copy of it, except it isn't legendary, is a Reflection in addition to its other types, and has haste.

III — Sacrifice all Reflections you control.



Enchantment — Saga

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