

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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