

<h2>Down, Down to Goblin-town</h2> <p><i>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)</i></p>	
<p>I</p> <p>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p>	
<p>II</p> <p>Amass Goblins 1. <i>(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.)</i></p>	
<p>III</p> <p>IV</p> <p>Target opponent loses 1 life and you gain 1 life.</p>	
<p>Enchantment — Saga</p>	

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