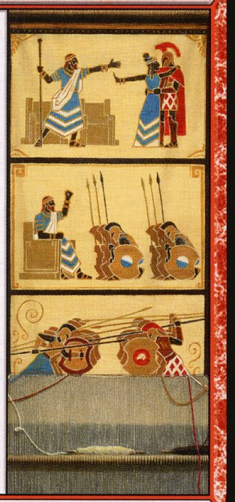
The Akroan War

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II — Until your next turn, creatures your opponents control attack each combat if able.

III — Each tapped creature deals damage to itself equal to its power.

Enchantment — Saga

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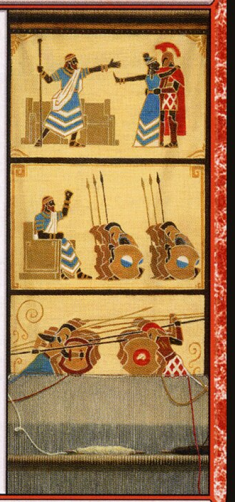
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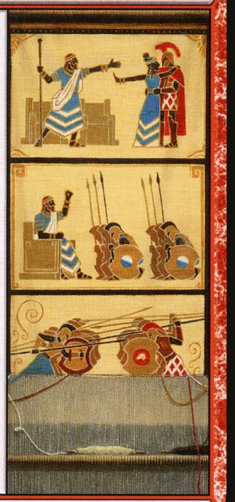
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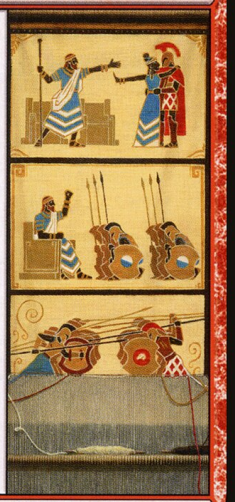
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