
The Akroan War
3
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
Gain control of target creature for as long as The Akroan War remains on the battlefield.
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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