## The Akroan War

{3}{R}

*(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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