Sakashima's Will

3



Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast

Sakashima's Will 3

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.

- Target opponent chooses a creature they control. You gain control of it.
- Choose a creature you control. Each other creature you control becomes a copy of that creature until end of turn.

642 R
CMR • EN ✒ Volkan Baga

™ & © 2020 Wizards of the Coast