Jon Irenicus, Shattered One



Legendary Creature — Elf Wizard

At the beginning of your end step, target opponent gains control of up to one target creature you control. Put two +1/+1 counters on it and tap it. It's goaded for the rest of the game and it gains "This creature can't be sacrificed." *(It attacks each combat if able and attacks a player other than you if able.)*

Whenever a creature you own but don't control attacks, you draw a card.

3/3

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