
The Horus Heresy
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I
For each opponent, gain control of up to one target nonlegendary creature that player controls for as long as The Horus Heresy remains on the battlefield.
II
Draw a card for each creature you control but don't own.
III
Starting with you, each player chooses a creature. Destroy each creature chosen this way.
Enchantment — Saga
126/168 R
40K★EN
Roman Tishenin
™ & © 2022 Wizards of the Coast
© GW