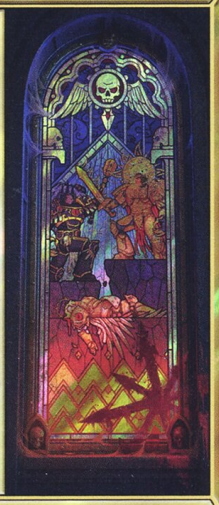
The Horus Heresy

{3}{B}{R}

(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

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