The Akroan War 3

(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

124/254 R
THB • EN
Steven Belledin

™ & © 2020 Wizards of the Coast

The Akroan War 3

(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

124/254 R
THB • EN
Steven Belledin

™ & © 2020 Wizards of the Coast

The Akroan War 3

(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

124/254 R
THB • EN
Steven Belledin

™ & © 2020 Wizards of the Coast

The Akroan War 3

(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

124/254 R
THB • EN
Steven Belledin

™ & © 2020 Wizards of the Coast

The Akroan War 3

(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

124/254 R
THB • EN
Steven Belledin

™ & © 2020 Wizards of the Coast