Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn

Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

Chris Rahn