Racecourse Fury



Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury



Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury



Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury



Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274

Racecourse Fury

Enchantment — Aura

Enchant land
Enchanted land has ": Target creature gains haste until end of turn."

Close finishes are settled by who can dismount and get to weapons first.

Sam Burley
™ & © 2012 Wizards of the Coast 101/274