

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180

Taste for Mayhem



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+0.

Hellbent — Enchanted creature gets an additional +2/+0 as long as you have no cards in hand.

The taste of blood breaks down what little self-control the Rakdos possess.

— Greg Hildebrandt

© 1993-2006 Wizards of the Coast, Inc. 27-180