Furious Rise



Enchantment

At the beginning of your end step, if you control a creature with power 4 or greater, exile the top card of your library. You may play that card until you exile another card with Furious Rise.

Klothys set out to mend the destiny of Theros, her fury guiding every stitch.

136/254 U
THB • EN ✍ Chase Stone

™ & © 2020 Wizards of the Coast

Furious Rise

Enchantment

At the beginning of your end step, if you control a creature with power 4 or greater, exile the top card of your library. You may play that card until you exile another card with Furious Rise.

Klothys set out to mend the destiny of Theros, her fury guiding every stitch.

136/254 U
THB • EN ✍ Chase Stone

™ & © 2020 Wizards of the Coast

Furious Rise

Enchantment

At the beginning of your end step, if you control a creature with power 4 or greater, exile the top card of your library. You may play that card until you exile another card with Furious Rise.

Klothys set out to mend the destiny of Theros, her fury guiding every stitch.

136/254 U
THB • EN ✍ Chase Stone

™ & © 2020 Wizards of the Coast

Furious Rise



Enchantment

At the beginning of your end step, if you control a creature with power 4 or greater, exile the top card of your library. You may play that card until you exile another card with Furious Rise.

Klothys set out to mend the destiny of Theros, her fury guiding every stitch.

136/254 U
THB • EN ✍ Chase Stone

™ & © 2020 Wizards of the Coast