Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating



Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast

Savage Beating

Instant

Cast this spell only during your turn and only during combat.

Choose one —

- Creatures you control gain double strike until end of turn.
- Untap all creatures you control. After this phase, there is an additional combat phase.

Entwine 1

M 0252
CMM • EN ✒ Matt Thompson

™ & © 2023 Wizards of the Coast