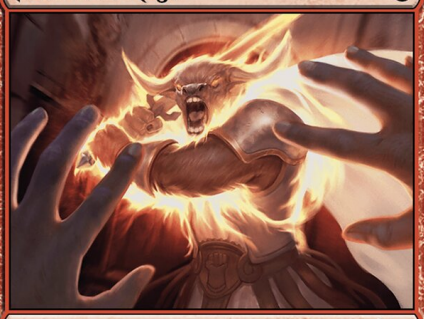
Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

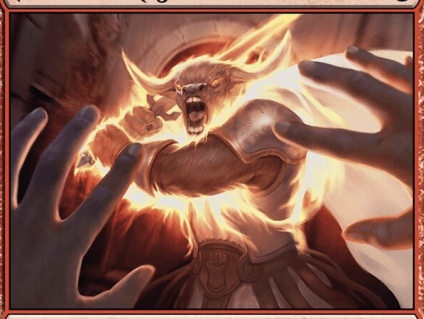
Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

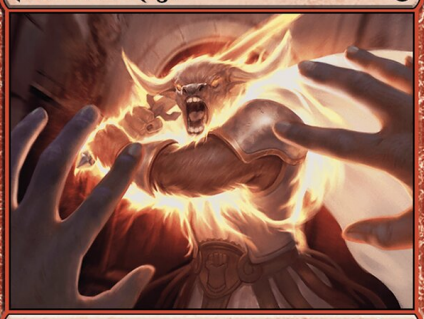
Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

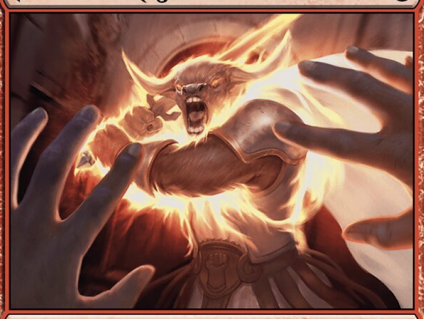
Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage



Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast

Felonious Rage

Instant

Target creature you control gets +2/+0 and gains haste until end of turn. When that creature dies this turn, create a 2/2 white and blue Detective creature token.

It's hard to keep the peace if you can't even control your temper.

C 0125
MKM • EN Justine Cruz

™ & © 2024 Wizards of the Coast