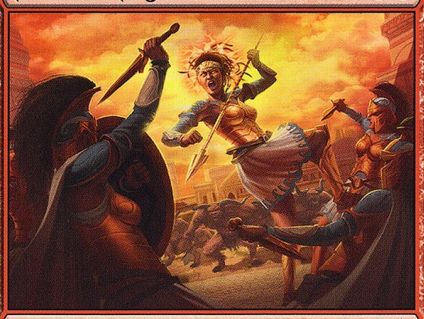
## Frenzied Fugue



**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast


## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

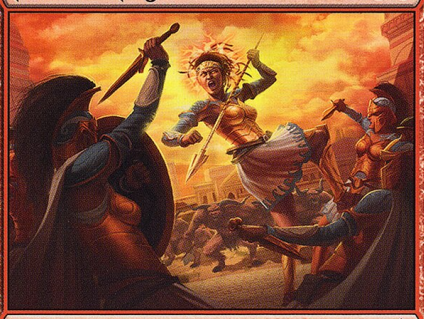
When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast

## Frenzied Fugue



**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast


## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

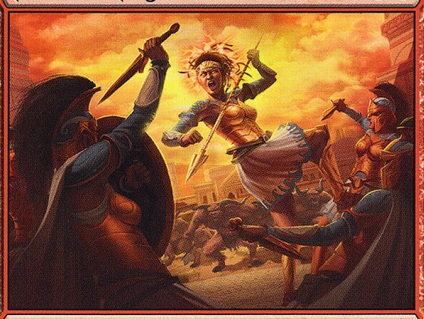
When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast

## Frenzied Fugue



**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast


## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

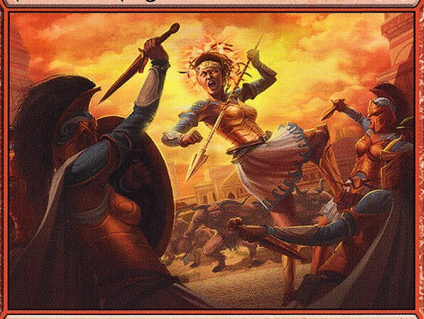
When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast

## Frenzied Fugue



**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast


## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast



## Frenzied Fugue

**Enchantment — Aura**

Enchant permanent

When Frenzied Fugue enters the battlefield or at the beginning of your upkeep, gain control of enchanted permanent until end of turn. Untap that permanent. It gains haste until end of turn.

*Forever after, she lived in fear of the madness reclaiming her.*

018/351 U
C16 • EN
Tony Foti

™ & © 2016 Wizards of the Coast