Ray of Command 3



Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245

Ray of Command 3

Instant

Untap target creature an opponent controls and gain control of it until end of turn. That creature gains haste until end of turn. When you lose control of the creature, tap it.

Illus. Harold McNeill

™ & © 1993-2008 Wizards of the Coast LLC 61/245