Time to Feed 2G



Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G



Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G



Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G



Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast

Time to Feed 2G

Sorcery

Choose target creature an opponent controls. When that creature dies this turn, you gain 3 life. Target creature you control fights that creature.
(Each deals damage equal to its power to the other.)

438 C
JMP • EN
Wayne Reynolds
™ & © 2020 Wizards of the Coast