Temur Battle Rage



Instant

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

146/332 C
2XM • EN
Jaime Jones

™ & © 2020 Wizards of the Coast

Temur Battle Rage

Instant

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

146/332 C
2XM • EN
Jaime Jones

™ & © 2020 Wizards of the Coast

Temur Battle Rage

Instant

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

146/332 C
2XM • EN
Jaime Jones

™ & © 2020 Wizards of the Coast

Temur Battle Rage

Instant

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

146/332 C
2XM • EN
Jaime Jones

™ & © 2020 Wizards of the Coast



Temur Battle Rage

Instant

Target creature gains double strike until end of turn. *(It deals both first-strike and regular combat damage.)*

Ferocious — That creature also gains trample until end of turn if you control a creature with power 4 or greater.

146/332 C
2XM • EN
Jaime Jones

™ & © 2020 Wizards of the Coast