Mascot Interception {3}{R}



Sorcery

This spell costs {3} less to cast if it targets a creature token.

Gain control of target creature until end of turn. Untap that creature. It gets +2/+0 and gains haste until end of turn.

Far from the trappings of royalty, Rowan and Will found inspiration from the most popular sport on campus, Mage Tower.

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