Run for Your Life



Instant

One or two target creatures each gain haste until end of turn. They can't be blocked this turn except by creatures with haste.

Escape—2, Exile four other cards from your graveyard. *(You may cast this card from your graveyard for its escape cost.)*

R 0154
WHO • EN FANG.XINYU

© BBC
™ & © 2023 Wizards of the Coast