Act of Treason 2R



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Each day uncertainty and rumors spread, and each night attendance at the Juri Revue increases.

Matt Stewart

™ & © 2013 Wizards of the Coast 85/249

Act of Treason 2R



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Each day uncertainty and rumors spread, and each night attendance at the Juri Revue increases.

Matt Stewart

™ & © 2013 Wizards of the Coast 85/249

Act of Treason 2R



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Each day uncertainty and rumors spread, and each night attendance at the Juri Revue increases.

Matt Stewart

™ & © 2013 Wizards of the Coast 85/249

Act of Treason 2R



Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Each day uncertainty and rumors spread, and each night attendance at the Juri Revue increases.

Matt Stewart

™ & © 2013 Wizards of the Coast 85/249