Rush of Blood 2R



Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244

Rush of Blood 2R

Instant

Target creature gets +X/+0 until end of turn, where X is its power.

Sometimes it's not for sustenance or to feed the dependence. Sometimes it's just to feel again.

Cynthia Sheppard

™ & © 1993–2012 Wizards of the Coast LLC 154/244