Fury 3



Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3



Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3



Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3



Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3

Fury 3

Creature — Elemental Incarnation

Double strike

When Fury enters the battlefield, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.

Evoke—Exile a red card from your hand.

Illus. Raoul Vitale

™ & © 2024 Wizards of the Coast 10

3/3