All-Out Assault



Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast

All-Out Assault

Enchantment

Creatures you control get +1/+1 and have deathtouch.

When this enchantment enters, if it's your main phase, there is an additional combat phase after this phase followed by an additional main phase. When you next attack this turn, untap each creature you control.

M 0167
TDM • EN Joshua Cairos

™ & © 2025 Wizards of the Coast