Atarka's Command



Instant

Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.

176/331 R
2X2 • EN ✒ Chris Rahn

™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast

Atarka's Command
Instant
Choose two —
- Your opponents can't gain life this turn.
- Atarka's Command deals 3 damage to each opponent.
- You may put a land card from your hand onto the battlefield.
- Creatures you control get +1/+1 and gain reach until end of turn.
176/331 R
2X2 • EN ✒ Chris Rahn
™ & © 2022 Wizards of the Coast