Port Razer



Creature — Orc Pirate

Whenever Port Razer deals combat damage to a player, untap each creature you control. After this combat phase, there is an additional combat phase.

Port Razer can't attack a player it has already attacked this turn.

"Smash and grab, loot and burn, then it is the next town's turn!"

4/4

193/361 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Port Razer

Creature — Orc Pirate

Whenever Port Razer deals combat damage to a player, untap each creature you control. After this combat phase, there is an additional combat phase.

Port Razer can't attack a player it has already attacked this turn.

"Smash and grab, loot and burn, then it is the next town's turn!"

4/4

193/361 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Port Razer

Creature — Orc Pirate

Whenever Port Razer deals combat damage to a player, untap each creature you control. After this combat phase, there is an additional combat phase.

Port Razer can't attack a player it has already attacked this turn.

"Smash and grab, loot and burn, then it is the next town's turn!"

4/4

193/361 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Port Razer

Creature — Orc Pirate

Whenever Port Razer deals combat damage to a player, untap each creature you control. After this combat phase, there is an additional combat phase.

Port Razer can't attack a player it has already attacked this turn.

"Smash and grab, loot and burn, then it is the next town's turn!"

4/4

193/361 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Port Razer

Creature — Orc Pirate

Whenever Port Razer deals combat damage to a player, untap each creature you control. After this combat phase, there is an additional combat phase.

Port Razer can't attack a player it has already attacked this turn.

"Smash and grab, loot and burn, then it is the next town's turn!"

4/4

193/361 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast