

Temur Charm

Instant

Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays 3.
- Creatures with power 3 or less can't block this turn.

208/269 U

KTK • EN

MATHIAS KOLLROS

™ & © 2014 Wizards of the Coast

Temur Charm

Instant

Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays 3.
- Creatures with power 3 or less can't block this turn.

208/269 U

KTK • EN

MATHIAS KOLLROS

™ & © 2014 Wizards of the Coast

Temur Charm

Instant

Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays 3.
- Creatures with power 3 or less can't block this turn.

208/269 U

KTK • EN

MATHIAS KOLLROS

™ & © 2014 Wizards of the Coast

Temur Charm

Instant

Choose one —

- Target creature you control gets +1/+1 until end of turn. It fights target creature you don't control.
- Counter target spell unless its controller pays 3.
- Creatures with power 3 or less can't block this turn.

208/269 U

KTK • EN

MATHIAS KOLLROS

™ & © 2014 Wizards of the Coast