Built to Smash



Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

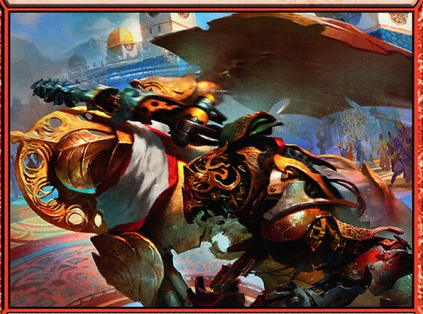
Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash



Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash



Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast

Built to Smash

Instant

Target attacking creature gets +3/+3 until end of turn. If it's an artifact creature, it gains trample until end of turn.

Free from Consulate regulations, renegade-built automatons push performance to the limit.

108/264 C
KLD • EN Svetlin Velinov
™ & © 2016 Wizards of the Coast