Daring Leap 1



Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143

Daring Leap 1

Instant

Target creature gets +1/+1 and gains flying and first strike until end of turn.

Most warriors think in only two dimensions. Agnate and his metathran brethren were trained to battle in three.

Illus. Paolo Parente

©1993–2001 Wizards of the Coast, Inc. 101/143