Besmirch {1}{R}{R}



Sorcery

Until end of turn, gain control of target creature and it gains haste. Untap and goad that creature. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

The whitest robes stain best.

049/221 U
CN2 • EN Mathias Kollros

™ & © 2016 Wizards of the Coast

Besmirch {1}{R}{R}



Sorcery

Until end of turn, gain control of target creature and it gains haste. Untap and goad that creature. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

The whitest robes stain best.

049/221 U
CN2 • EN Mathias Kollros

™ & © 2016 Wizards of the Coast

Besmirch {1}{R}{R}



Sorcery

Until end of turn, gain control of target creature and it gains haste. Untap and goad that creature. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

The whitest robes stain best.

049/221 U
CN2 • EN Mathias Kollros

™ & © 2016 Wizards of the Coast

Besmirch {1}{R}{R}



Sorcery

Until end of turn, gain control of target creature and it gains haste. Untap and goad that creature. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

The whitest robes stain best.

049/221 U
CN2 • EN Mathias Kollros

™ & © 2016 Wizards of the Coast