Fervor 2R



Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350

Fervor 2R

Enchantment

Creatures you control have haste. *(They may attack and ⟳ the turn they come under your control.)*

The intensity of their glare was soon surpassed by the intensity of their attack.

Illus. Wayne England

™ & © 1993–2001 Wizards of the Coast, Inc. 181/350