## Unnatural Aggression



Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast


## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression



Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast


## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression



Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast


## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression



Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast


## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast

## Unnatural Aggression

Instant

Devoid *(This card has no color.)*

Target creature you control fights target creature an opponent controls. If the creature an opponent controls would die this turn, exile it instead.

*The battle served as a grim reminder of what a final victory for the Eldrazi would mean.*

168/274 C
BFZ • EN ©James Ryman

™ & © 2015 Wizards of the Coast