Roar of Challenge 2G



Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G



Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G



Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G



Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast

Roar of Challenge 2G

Sorcery

All creatures able to block target creature this turn do so.

Ferocious — That creature gains indestructible until end of turn if you control a creature with power 4 or greater.

145/269 U
KTK • EN
Viktor Titov

™ & © 2014 Wizards of the Coast