Mark of Mutiny 2R



Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156

Mark of Mutiny 2R

Sorcery

Gain control of target creature until end of turn. Put a +1/+1 counter on it and untap it. That creature gains haste until end of turn.

The flame of anger is hard to douse once lit.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC A7/156