Hot Pursuit



Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit



Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit



Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit



Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast

Hot Pursuit

Enchantment

When Hot Pursuit enters the battlefield, suspect target creature an opponent controls. As long as Hot Pursuit remains on the battlefield, that creature is also goaded.

At the beginning of combat on your turn, if two or more players have lost the game, gain control of all goaded and/or suspected creatures until end of turn. Untap them. They gain haste until end of turn.

R 0032
MKC • EN Michele Giorgi

™ & © 2024 Wizards of the Coast