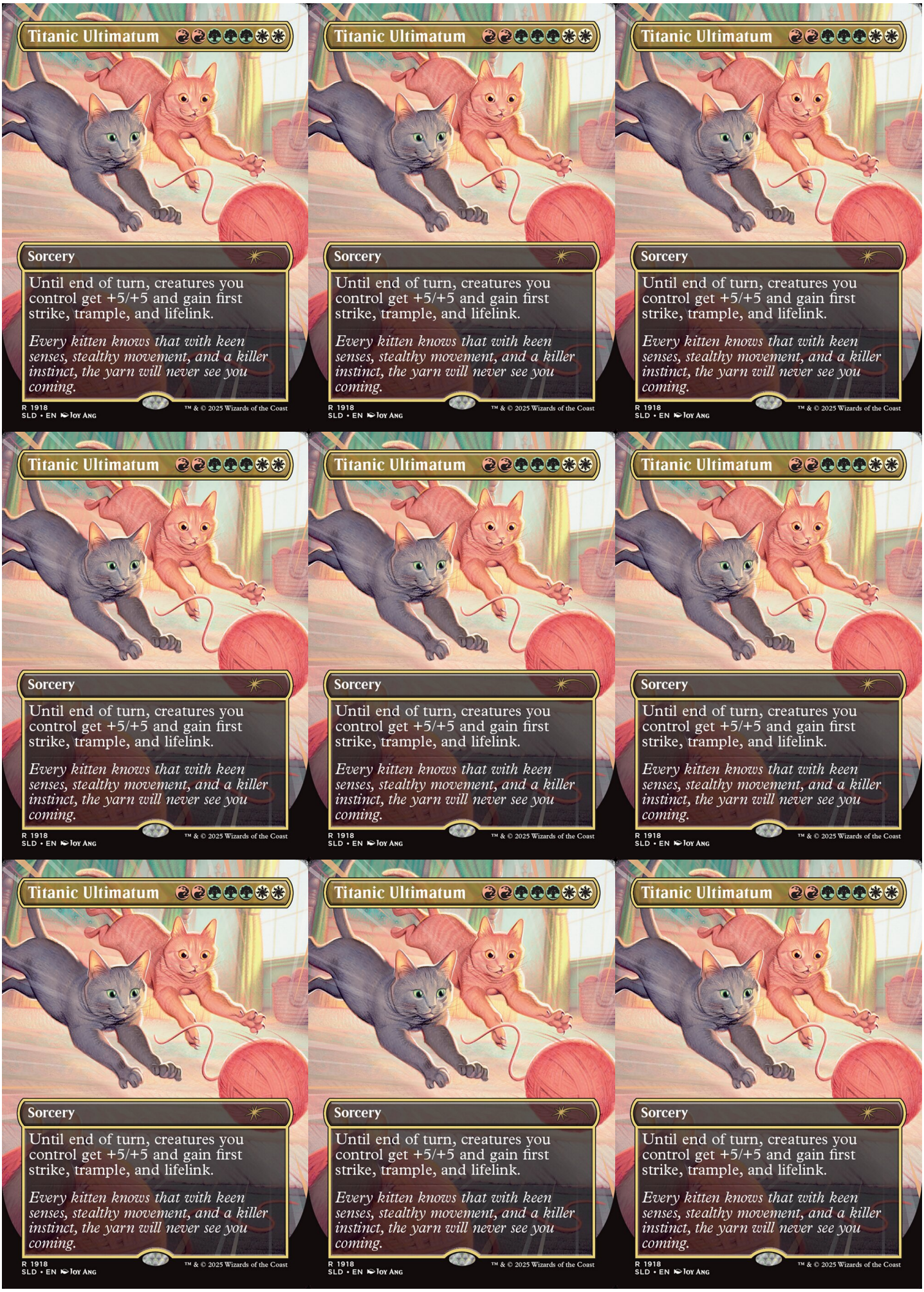
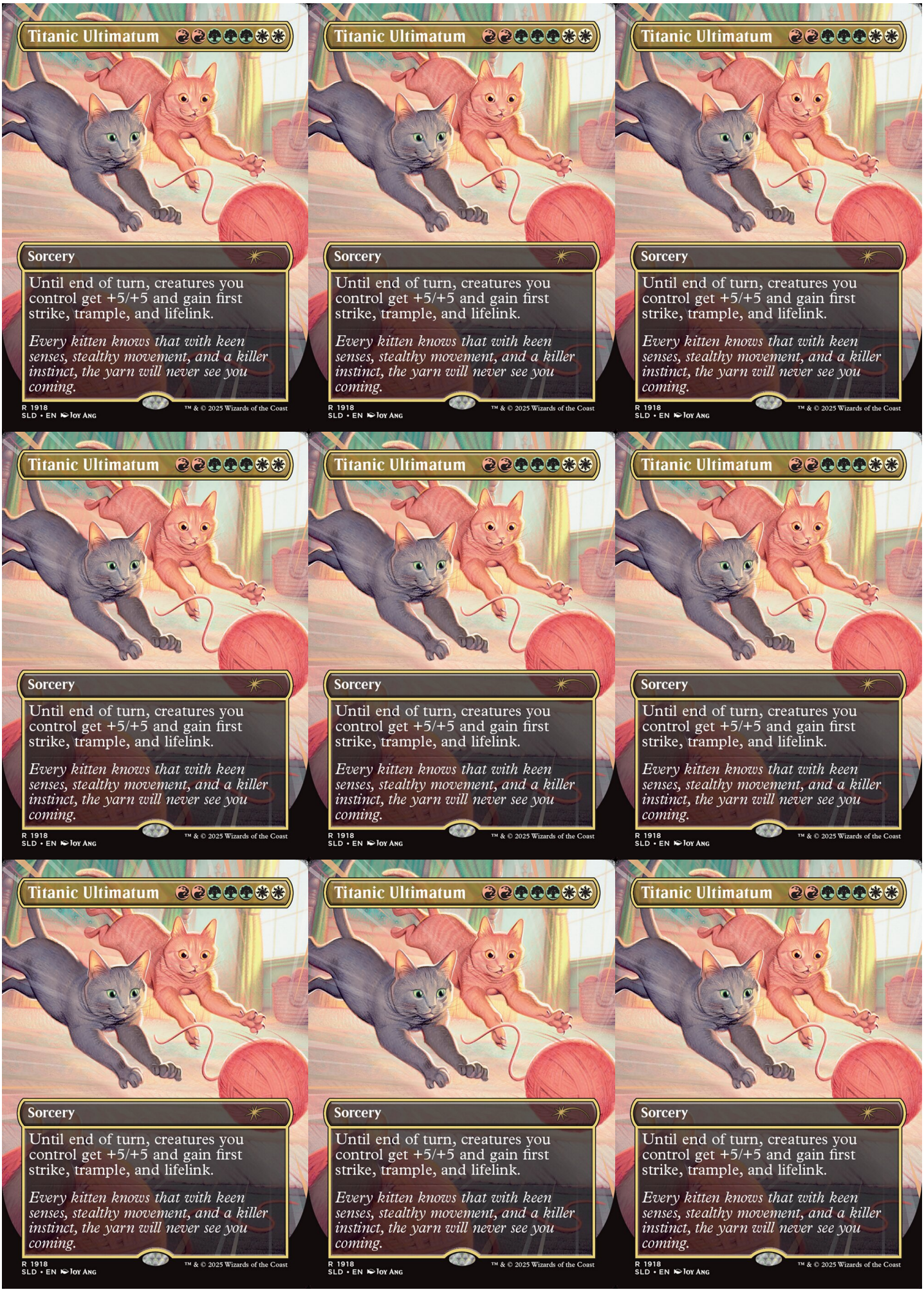
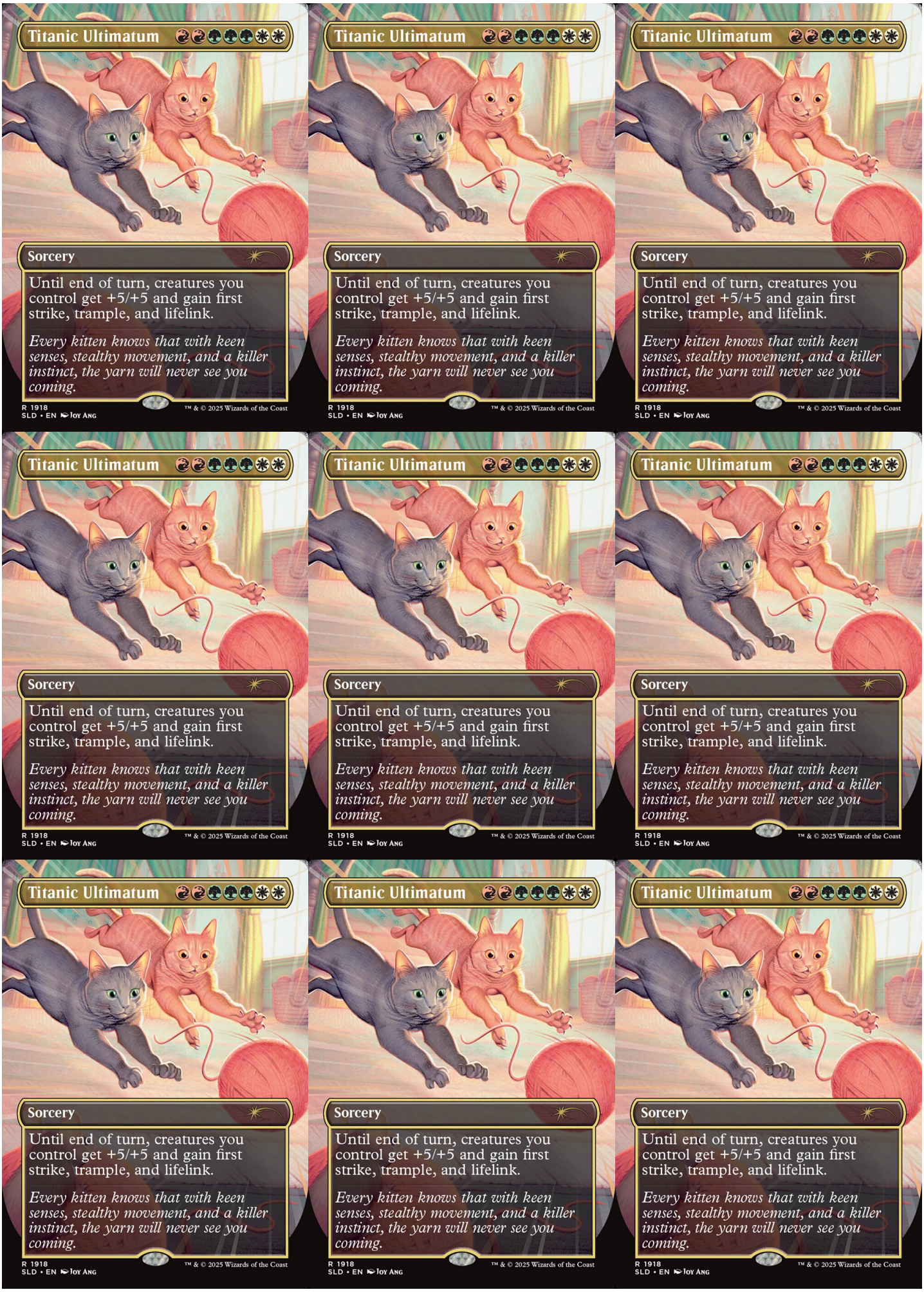
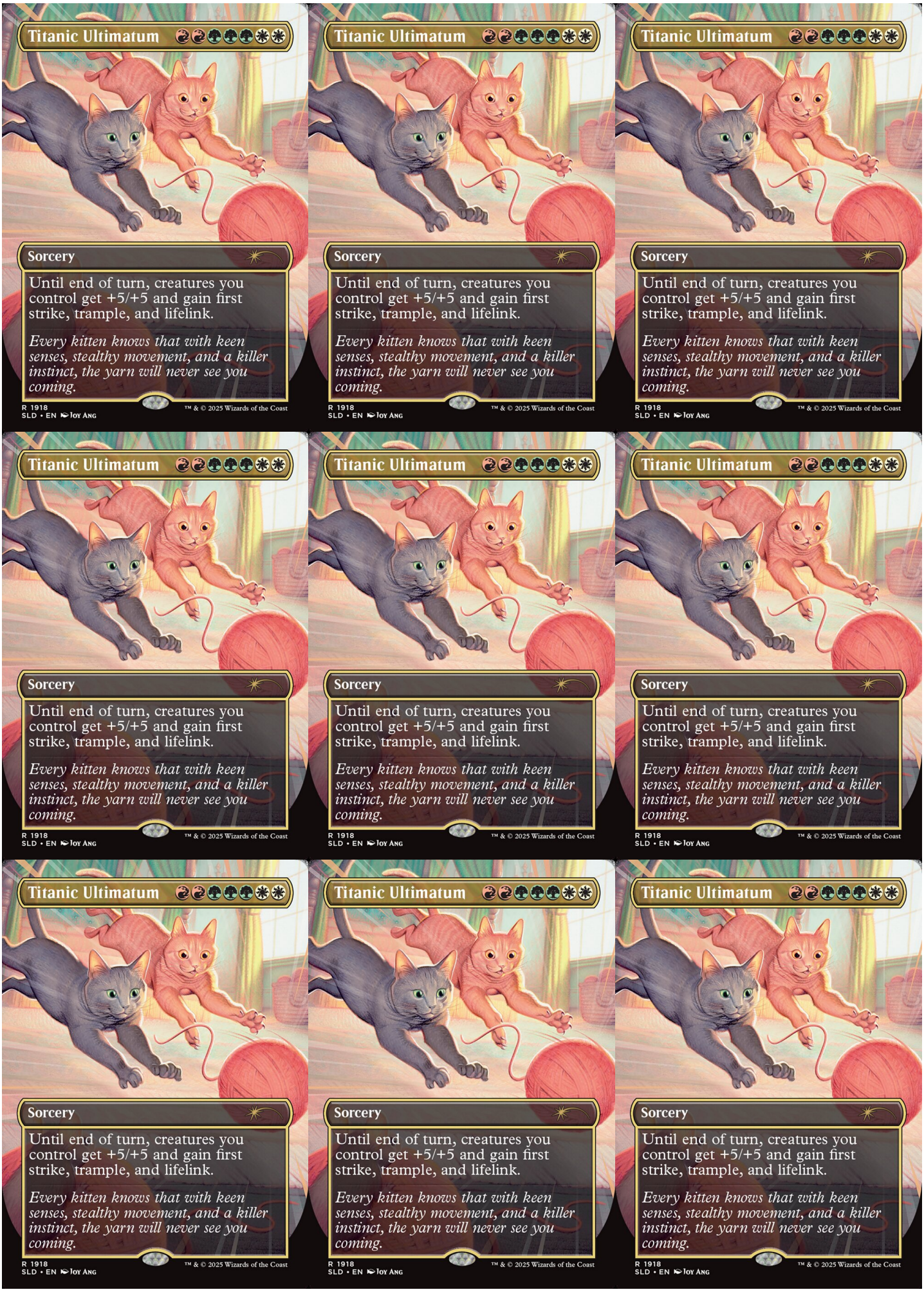

Titanic Ultimatum
Sorcery
Until end of turn, creatures you control get +5/+5 and gain first strike, trample, and lifelink.
Every kitten knows that with keen senses, stealthy movement, and a killer instinct, the yarn will never see you coming.
R 1918
SLD • EN Ivy Ang
™ & © 2025 Wizards of the Coast


Titanic Ultimatum
Sorcery
Until end of turn, creatures you control get +5/+5 and gain first strike, trample, and lifelink.
Every kitten knows that with keen senses, stealthy movement, and a killer instinct, the yarn will never see you coming.
R 1918
SLD • EN Ivy Ang
™ & © 2025 Wizards of the Coast


Titanic Ultimatum
Sorcery
Until end of turn, creatures you control get +5/+5 and gain first strike, trample, and lifelink.
Every kitten knows that with keen senses, stealthy movement, and a killer instinct, the yarn will never see you coming.
R 1918
SLD • EN Ivy Ang
™ & © 2025 Wizards of the Coast


Titanic Ultimatum
Sorcery
Until end of turn, creatures you control get +5/+5 and gain first strike, trample, and lifelink.
Every kitten knows that with keen senses, stealthy movement, and a killer instinct, the yarn will never see you coming.
R 1918
SLD • EN Ivy Ang
™ & © 2025 Wizards of the Coast