Traitorous Instinct 3R



Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274

Traitorous Instinct 3R

Sorcery

Gain control of target creature until end of turn. Untap that creature. Until end of turn, it gets +2/+0 and gains haste.

Joining the Worldsoul took years of study and meditation. Severing that connection took the snap of Rakdos's fingers.

Daarken

™ & © 2012 Wizards of the Coast 109/274