Word of Seizing {3}{R}{R}



Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301

Word of Seizing {3}{R}{R}

Instant

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

Untap target permanent and gain control of it until end of turn. It gains haste until end of turn.

"Obey!"

Vance Kovacs

™ & © 1993-2006 Wizards of the Coast, Inc. 188/301