Grab the Reins



Instant

Choose one —
- Until end of turn, you gain control of target creature and it gains haste.
- Sacrifice a creature. Grab the Reins deals damage equal to that creature's power to target creature or player.

Entwine 2 *(Choose both if you pay the entwine cost.)*

126/351 U
C16 • EN ✒ Michael Sutfin
™ & © 2016 Wizards of the Coast

Grab the Reins

Instant

Choose one —
- Until end of turn, you gain control of target creature and it gains haste.
- Sacrifice a creature. Grab the Reins deals damage equal to that creature's power to target creature or player.

Entwine 2 *(Choose both if you pay the entwine cost.)*

126/351 U
C16 • EN ✒ Michael Sutfin
™ & © 2016 Wizards of the Coast

Grab the Reins

Instant

Choose one —
- Until end of turn, you gain control of target creature and it gains haste.
- Sacrifice a creature. Grab the Reins deals damage equal to that creature's power to target creature or player.

Entwine 2 *(Choose both if you pay the entwine cost.)*

126/351 U
C16 • EN ✒ Michael Sutfin
™ & © 2016 Wizards of the Coast

Grab the Reins



Instant

Choose one —
- Until end of turn, you gain control of target creature and it gains haste.
- Sacrifice a creature. Grab the Reins deals damage equal to that creature's power to target creature or player.

Entwine 2 *(Choose both if you pay the entwine cost.)*

126/351 U
C16 • EN ✒ Michael Sutfin
™ & © 2016 Wizards of the Coast