Berserk

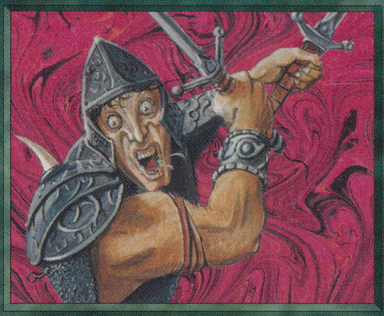


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

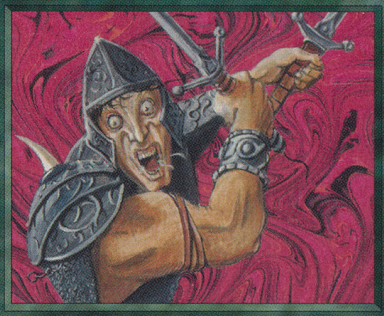


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

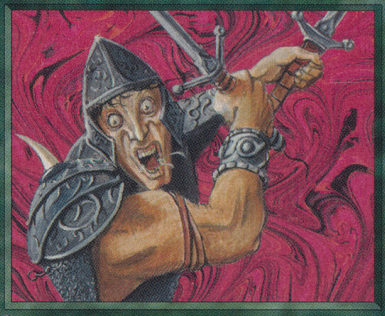


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

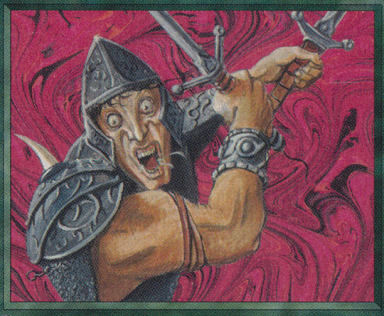


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

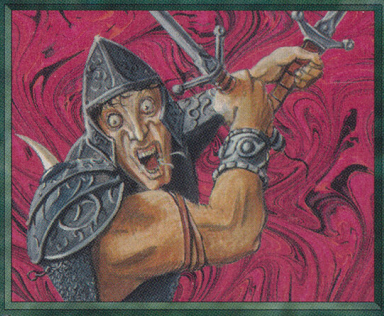


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

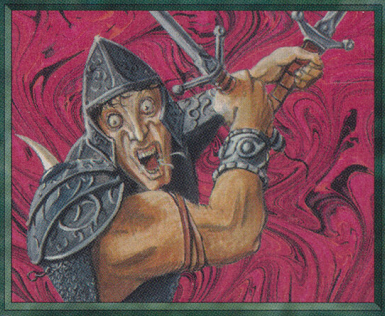


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

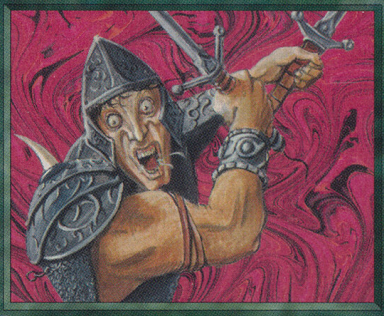


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

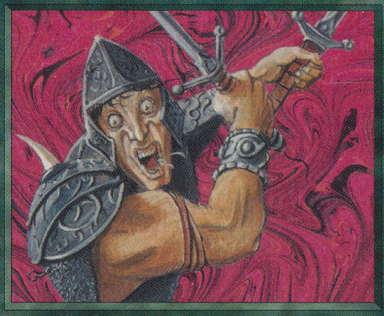


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk



Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

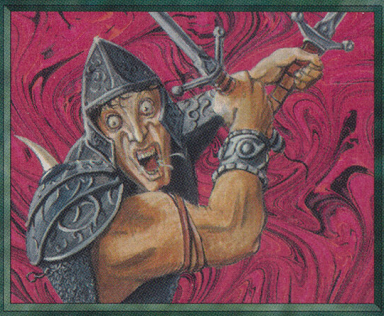


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

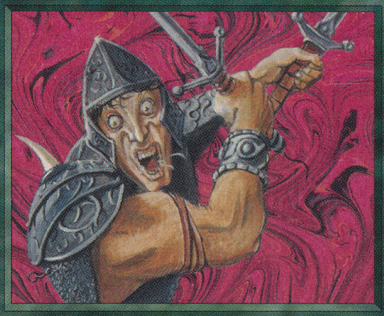


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

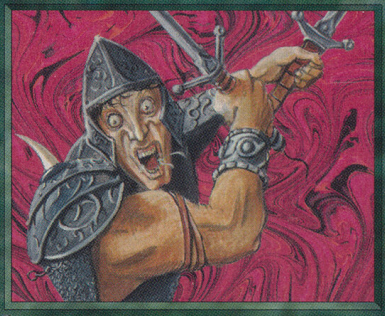


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

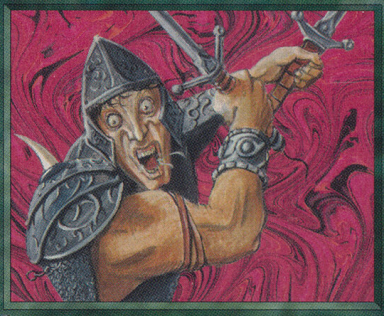


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

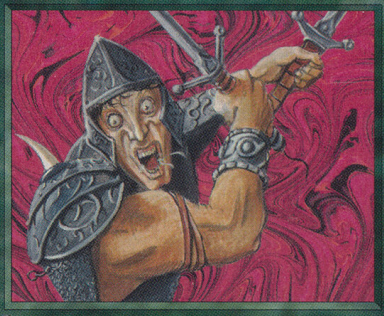


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

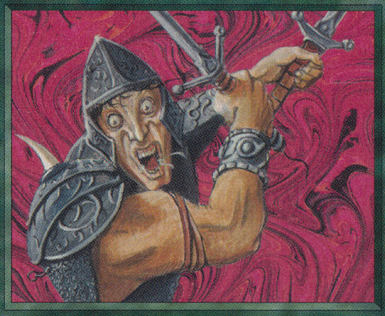


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

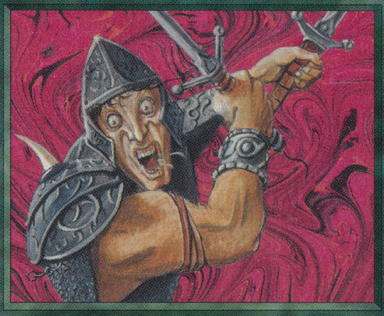


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

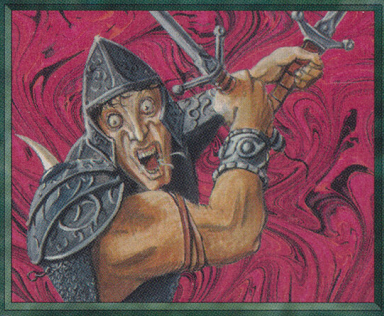


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk



Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

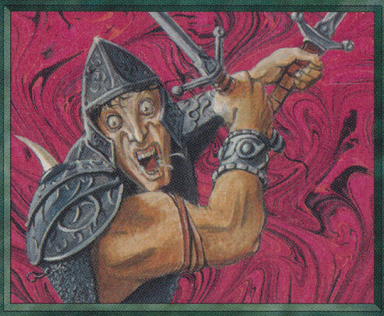


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

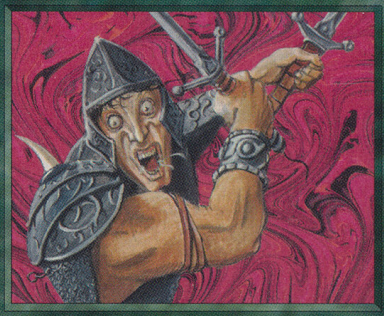


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

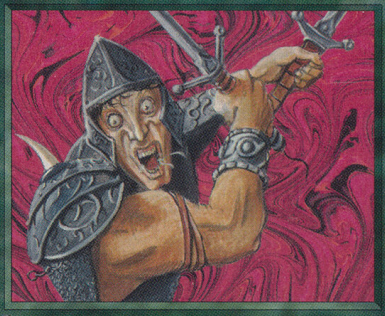


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

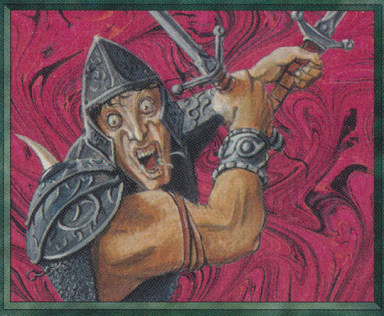


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

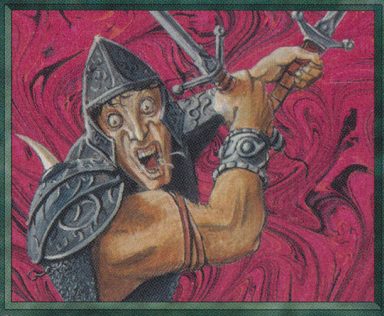


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

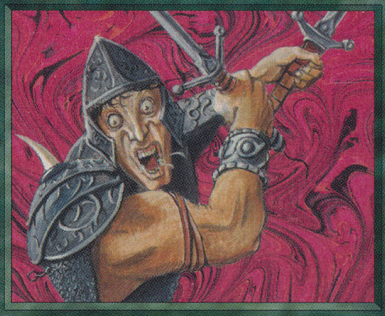


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

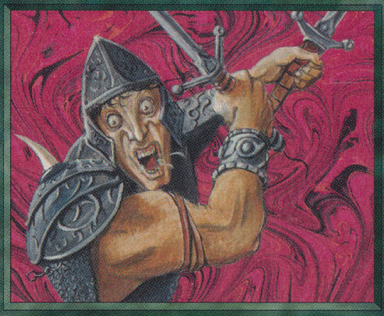


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

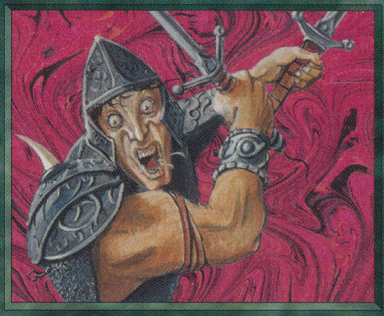


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk



Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

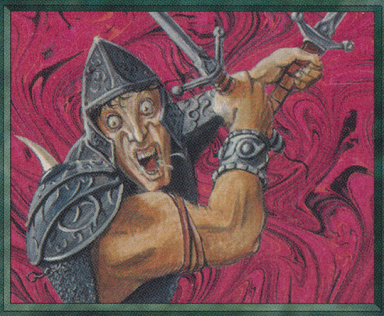


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

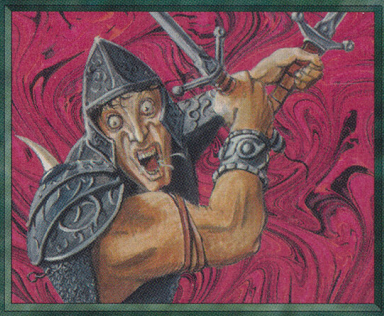


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

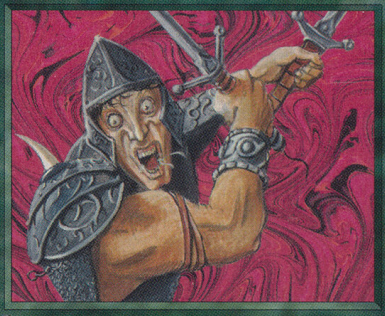


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

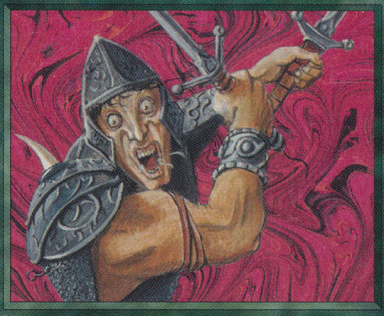


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

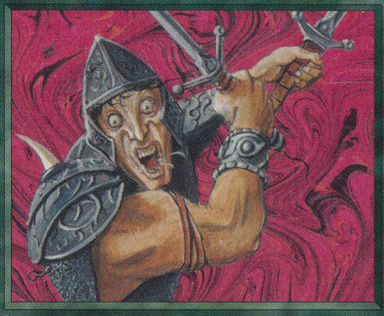


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

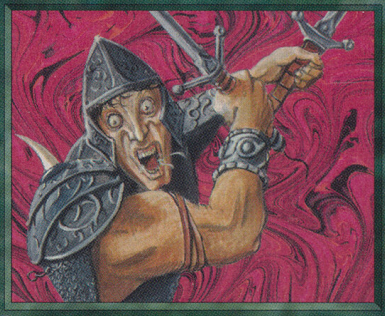


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

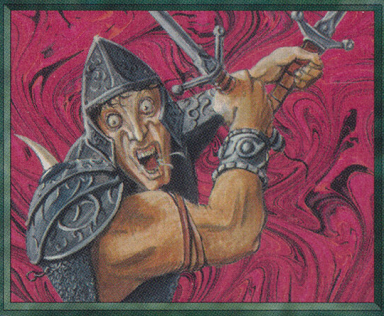


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk

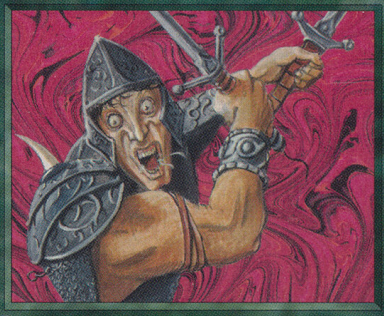


Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier

Berserk



Instant

Until end of turn, target creature's current power doubles and it gains trample ability. If it attacks, target creature is destroyed at end of turn. This spell cannot be cast after current turn's attack is completed.

Illus. © Dan Frazier