## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast


## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast

## Spreading Insurrection



**Sorcery**

Gain control of target creature you don't control until end of turn. Untap that creature. It gains haste until end of turn.

Storm *(When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)*

*Everyone wants to be on the winning side.*

142/303 U
MH2 • EN Johann Bodin

™ & © 2021 Wizards of the Coast