**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast

**Duke Ulder Ravengard** 4



Legendary Creature — Human Noble Soldier

At the beginning of combat on your turn, another target creature you control gains haste and myriad until end of turn. *(Whenever it attacks, for each opponent other than defending player, you may create a token that's a copy of that creature that's tapped and attacking that player or a planeswalker they control. Exile the tokens at end of combat.)*

5/5

272/361 R
CLB • EN Eric Deschamps
™ & © 2022 Wizards of the Coast