
Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ • EN
Eric Deschamps
™ & © 2015 Wizards of the Coast