

Legion's Initiative

Enchantment

Red creatures you control get +1/+0.
White creatures you control get +0/+1.

Exile Legion's Initiative: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn.

517

R

2X2

EN

JAIME JONES

TM & © 2022 Wizards of the Coast

Legion's Initiative

Enchantment

Red creatures you control get +1/+0.
White creatures you control get +0/+1.

Exile Legion's Initiative: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn.

517

R

2X2

EN

JAIME JONES

TM & © 2022 Wizards of the Coast

Legion's Initiative

Enchantment

Red creatures you control get +1/+0.
White creatures you control get +0/+1.

Exile Legion's Initiative: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn.

517

R

2X2

EN

JAIME JONES

TM & © 2022 Wizards of the Coast

Legion's Initiative

Enchantment

Red creatures you control get +1/+0.
White creatures you control get +0/+1.

Exile Legion's Initiative: Exile all creatures you control. At the beginning of the next combat, return those cards to the battlefield under their owner's control and those creatures gain haste until end of turn.

517

R

2X2

EN

JAIME JONES

TM & © 2022 Wizards of the Coast