

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 2X2 ★ EN R JAIME JONES

™ & © 2022 Wizards of the Coast

The image shows a Magic: The Gathering card titled "Legion's Initiative". The card has a red border. At the top, the title "Legion's Initiative" is written in a stylized font. To the right of the title are two mana symbols: a red circle with a flame and a black circle with a star. Below the title is a large illustration of a red dragon with purple wings, breathing fire, while three soldiers in armor fight it with spears. Below the illustration is the word "Enchantment" in a stylized font, followed by a decorative symbol. The card's text reads: "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." At the bottom left, the card number "517" and the text "2X2 ★ EN" are visible. At the bottom center, the name "JAIME JONES" is printed. At the bottom right, the copyright notice "TM & © 2022 Wizards of the Coast" is present.

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 2X2 • EN R JAIME JONES

TM & © 2022 Wizards of the Coast