Hanweir Militia Captain 1W



Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2

Hanweir Militia Captain 1W

Creature – Human Soldier

At the beginning of your upkeep, if you control four or more creatures, transform Hanweir Militia Captain.

David Palumbo

2/2