ALTAÏR IBN-LA'AHAD



LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD



LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD



LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD



LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast

ALTAÏR IBN-LA'AHAD

LEGENDARY CREATURE — HUMAN ASSASSIN

First strike

Whenever Altaïr Ibn-La'Ahad attacks, exile up to one target Assassin creature card from your graveyard with a memory counter on it. Then for each creature card you own in exile with a memory counter on it, create a tapped and attacking token that's a copy of it. Exile those tokens at end of combat.

3/3

M 0268
ACR ★ EN
Alex Negrea

© Ubisoft
™ & © 2024 Wizards of the Coast