Lorehold Command 3



Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville

Lorehold Command 3

Instant

Choose two —
• Create a 3/2 red and white Spirit creature token.
• Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
• Lorehold Command deals 3 damage to any target. Target player gains 3 life.
• Sacrifice a permanent, then draw two cards.

0122 / 1158R
PRM • EN ✒ Jason Rainville