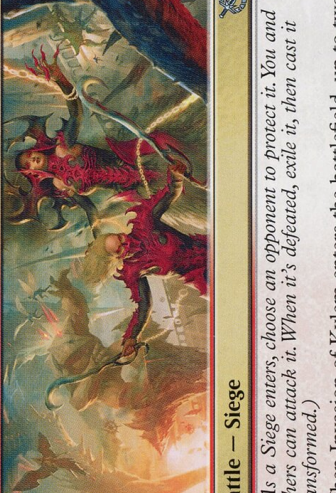


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Invasion of Kylem



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Battle — Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)

When Invasion of Kylem enters the battlefield, up to two target creatures each get +2/+0 and gain vigilance and haste until end of turn.

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