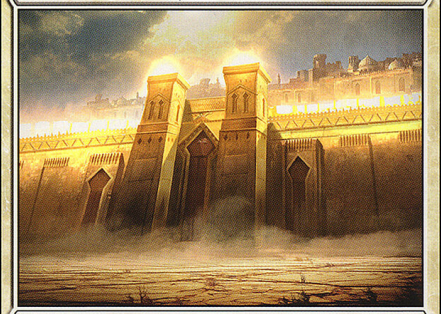
Dazzling Ramparts {4}{W}



Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

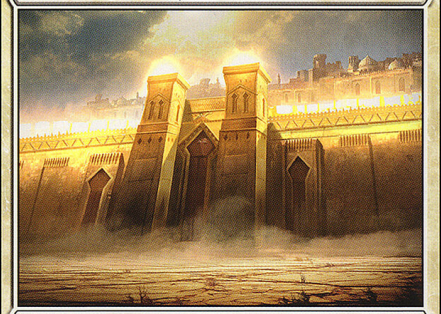
When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}



Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

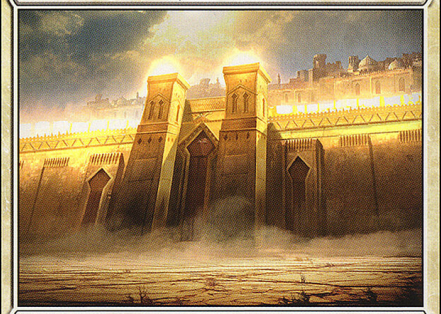
When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}



Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

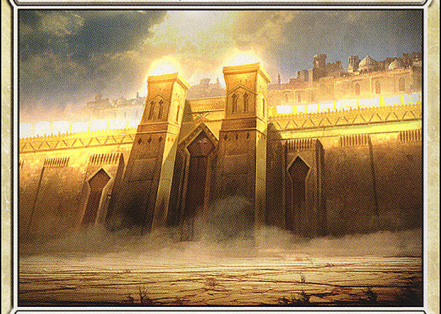
When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}



Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast

Dazzling Ramparts {4}{W}

Creature — Wall

Defender

{1}{W}, {T}: Tap target creature.

When Anafenza holds court under the First Tree, the gates of Mer-Ek are sealed. No safer place exists in all of Tarkir.

0/7

006/269 U
KTK • EN Jung Park

™ & © 2014 Wizards of the Coast