Gempalm Avenger 5

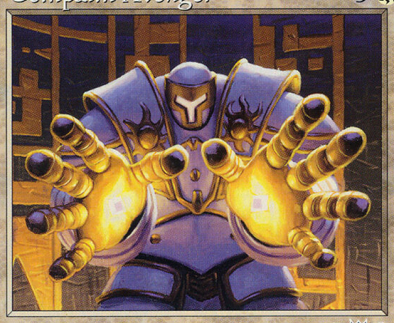


Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5

Gempalm Avenger 5



Creature — Soldier

Cycling 2 (2, Discard this card from your hand: Draw a card.)
When you cycle Gempalm Avenger, all Soldiers get +1/+1 and gain first strike until end of turn.

Illus. Tim Hildebrandt
™ & © 1993–2003 Wizards of the Coast, Inc. 14/145
3/5