Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1



Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1

Standard Bearer 1

Creature — Flagbearer

If an opponent plays a spell or ability that could target a Flagbearer in play, that player chooses at least one Flagbearer as a target.

The standard was a rallying point for the army and a target for the enemy.

Illus. Ron Spencer

™ & © 1993–2001 Wizards of the Coast, Inc. 18/143

1/1