Gavony Township



Land

{T}: Add {C}.

{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

"The protective wards of the church have weakened, and no one can tell us why. It's time to look to our own defenses."
—Gregel, militia leader

406 R
NCC • EN Julian Kok Joon Wen
™ & © 2022 Wizards of the Coast

Gavony Township

Land

{T}: Add {C}.

{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

"The protective wards of the church have weakened, and no one can tell us why. It's time to look to our own defenses."
—Gregel, militia leader

406 R
NCC • EN Julian Kok Joon Wen
™ & © 2022 Wizards of the Coast

Gavony Township

Land

{T}: Add {C}.

{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

"The protective wards of the church have weakened, and no one can tell us why. It's time to look to our own defenses."
—Gregel, militia leader

406 R
NCC • EN Julian Kok Joon Wen
™ & © 2022 Wizards of the Coast

Gavony Township

Land

{T}: Add {C}.

{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.

"The protective wards of the church have weakened, and no one can tell us why. It's time to look to our own defenses."
—Gregel, militia leader

406 R
NCC • EN Julian Kok Joon Wen
™ & © 2022 Wizards of the Coast