## Call for Unity



**Enchantment**

*Revolt* — At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a unity counter on Call for Unity.

Creatures you control get +1/+1 for each unity counter on Call for Unity.

*The "leaking spire" stands for liberation from Consulate control.*

009/184 R
AER • EN
™ & © 2017 Wizards of the Coast
John Severin Brassell


## Call for Unity

**Enchantment**

*Revolt* — At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a unity counter on Call for Unity.

Creatures you control get +1/+1 for each unity counter on Call for Unity.

*The "leaking spire" stands for liberation from Consulate control.*

009/184 R
AER • EN
™ & © 2017 Wizards of the Coast
John Severin Brassell

## Call for Unity

**Enchantment**

*Revolt* — At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a unity counter on Call for Unity.

Creatures you control get +1/+1 for each unity counter on Call for Unity.

*The "leaking spire" stands for liberation from Consulate control.*

009/184 R
AER • EN
™ & © 2017 Wizards of the Coast
John Severin Brassell

## Call for Unity

**Enchantment**

*Revolt* — At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a unity counter on Call for Unity.

Creatures you control get +1/+1 for each unity counter on Call for Unity.

*The "leaking spire" stands for liberation from Consulate control.*

009/184 R
AER • EN
™ & © 2017 Wizards of the Coast
John Severin Brassell