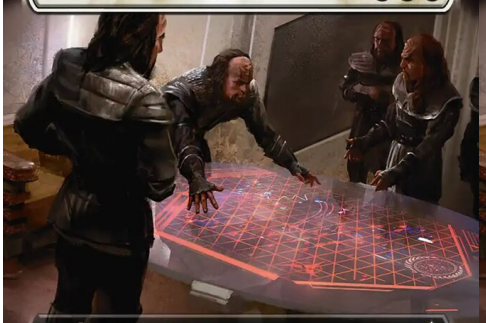
Concerted Effort



Enchantment

At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.

Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.

R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

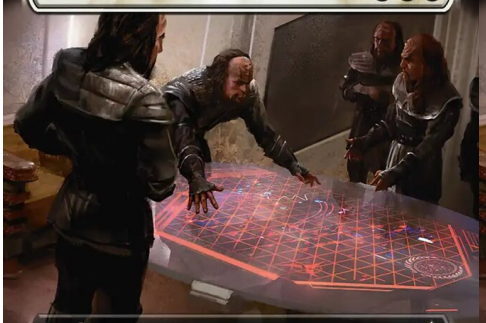
Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort



Enchantment

At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.

Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.

R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

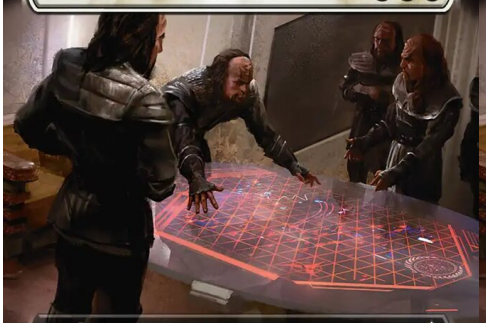
Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort



Enchantment

At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.

Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.

R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

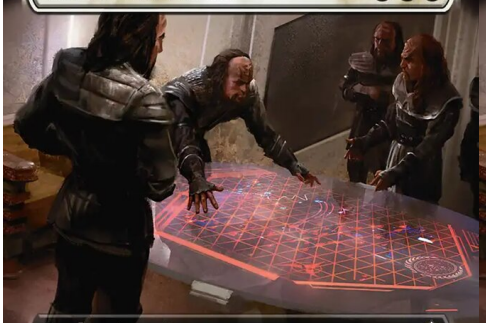
Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort



Enchantment

At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.

Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.

R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast

Concerted Effort
Enchantment
At the beginning of each upkeep, creatures you control gain flying until end of turn if a creature you control has flying. The same is true for fear, first strike, double strike, landwalk, protection, trample, and vigilance.
Victory always sits in an alliance between the great Houses. The challenge is keeping them from killing each other.
R 0216
TRC • EN ✍John Di Giovanni
© 2026 CBS.
™ & © 2026 Wizards of the Coast