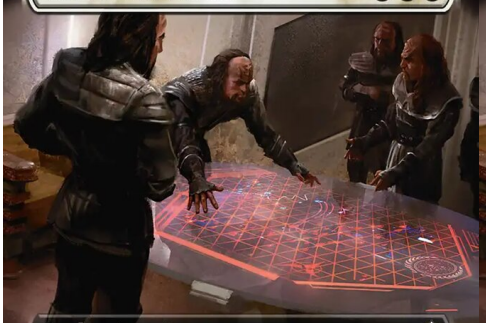
## Concerted Effort



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.*

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