Gideon, Ally of Zendikar

2 ⊛⊛



Planeswalker — Gideon

+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

0: Put a 2/2 white Knight Ally creature token onto the battlefield.

−4: You get an emblem with "Creatures you control get +1/+1."

4

029/274 M
BFZ ★ EN Eric Deschamps

™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2 ⊛⊛
26–27 September 2015
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ ★ EN Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2 ⊛⊛
26–27 September 2015
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ ★ EN Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2 ⊛⊛
26–27 September 2015
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ ★ EN Eric Deschamps
™ & © 2015 Wizards of the Coast

Gideon, Ally of Zendikar
2 ⊛⊛
26–27 September 2015
Planeswalker — Gideon
+1: Until end of turn, Gideon, Ally of Zendikar becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.
0: Put a 2/2 white Knight Ally creature token onto the battlefield.
−4: You get an emblem with "Creatures you control get +1/+1."
4
029/274 M
BFZ ★ EN Eric Deschamps
™ & © 2015 Wizards of the Coast