Inspiring Call



Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call



Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call



Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call



Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast

Inspiring Call

Instant

Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn.

"Now is the hour. Ours is the duty. For victory and family—charge!"

169/249 U
IMA • EN Dan Scott

™ & © 2017 Wizards of the Coast