Hanweir Battlements



Land

{T}: Add {C} to your mana pool.

{R}, {T}: Target creature gains haste until end of turn.

3{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

7/4

204/205 R
EMN • EN
Vincent Proce

™ & © 2016 Wizards of the Coast

Hanweir Battlements



Land

{T}: Add {C} to your mana pool.

{R}, {T}: Target creature gains haste until end of turn.

3{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

7/4

204/205 R
EMN • EN
Vincent Proce

™ & © 2016 Wizards of the Coast

Hanweir Battlements



Land

{T}: Add {C} to your mana pool.

{R}, {T}: Target creature gains haste until end of turn.

3{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

7/4

204/205 R
EMN • EN
Vincent Proce

™ & © 2016 Wizards of the Coast

Hanweir Battlements



Land

{T}: Add {C} to your mana pool.

{R}, {T}: Target creature gains haste until end of turn.

3{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

7/4

204/205 R
EMN • EN
Vincent Proce

™ & © 2016 Wizards of the Coast