True Conviction 3



Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3



Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3



Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3



Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249

True Conviction 3

Enchantment

Creatures you control have double strike and lifelink.

Dozens of spells known only to the Auriok elders were lost, but the next generation, galvanized by war, devised even more potent magic.

Svetlin Velinov

™ & © 1993–2010 Wizards of the Coast LLC 25/249