
Invasion of Innistrad
2
Battle — Siege
(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
Flash
When this battle enters, target creature an opponent controls gets -13/-13 until end of turn.
5
R 0120
INR • EN
Alexey Kruglov
™ & © 2023 Wizards of the Coast