Gauntlet of Might 4



Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren

Gauntlet of Might 4

Artifact

Red creatures get +1/+1.

Whenever a Mountain is tapped for mana, its controller adds {R} to his or her mana pool *(in addition to the mana the land produces)*.

Daniel Ljunggren