Intangible Virtue 1 ✵



Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵



Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵



Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵



Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26

Intangible Virtue 1 ✵

Enchantment

Creature tokens you control get +1/+1 and have vigilance.

In life, they were a motley crew: farmers, lords, cutpurses, priests. In death, they are united in singular, benevolent purpose.

Clint Cearley

™ & © 2014 Wizards of the Coast 7/26