**Akrasan Squire**



**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**



**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**



**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**



**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249

**Akrasan Squire**

**Creature — Human Soldier**

Exalted *(Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)*

*Bant's armies are primarily composed of members of the Mortar caste, loyal commoners who haven't yet earned a sigil.*

Todd Lockwood

1/1

™ & © 1993–2008 Wizards of the Coast, Inc. 1/249