We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast

We Ride at Dawn 2



Enchantment

Legendary creature spells you cast have convoke.

Whenever your commander attacks, create a 1/1 red Mercenary creature token with ": Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

R 0048
OTC • EN Miguel Mercado

™ & © 2024 Wizards of the Coast