Gideon's Phalanx 5



Instant

Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

014/272 R
ORI • EN James Ryman

™ & © 2015 Wizards of the Coast

Gideon's Phalanx 5



Instant

Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

014/272 R
ORI • EN James Ryman

™ & © 2015 Wizards of the Coast

Gideon's Phalanx 5



Instant

Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

014/272 R
ORI • EN James Ryman

™ & © 2015 Wizards of the Coast

Gideon's Phalanx 5



Instant

Put four 2/2 white Knight creature tokens with vigilance onto the battlefield.

Spell mastery — If there are two or more instant and/or sorcery cards in your graveyard, creatures you control gain indestructible until end of turn.

014/272 R
ORI • EN James Ryman

™ & © 2015 Wizards of the Coast