Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements



Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce

Hanweir Battlements

Land

{T}: Add {C}.
{R}, {T}: Target creature gains haste until end of turn.
{3}{R}{R}, {T}: If you both own and control Hanweir Battlements and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

Vincent Proce