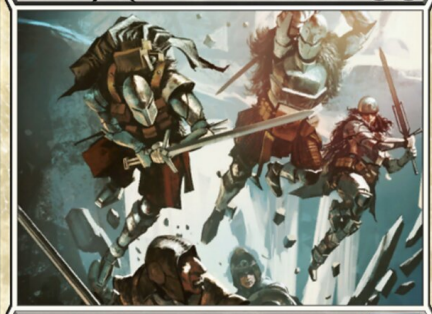
Timely Reinforcements 2W



Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

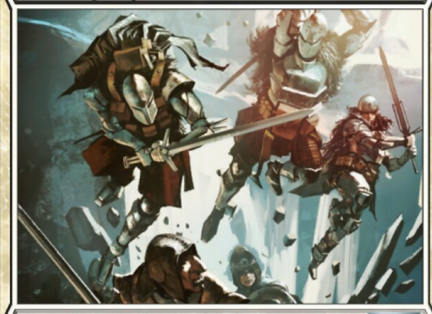
Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W



Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

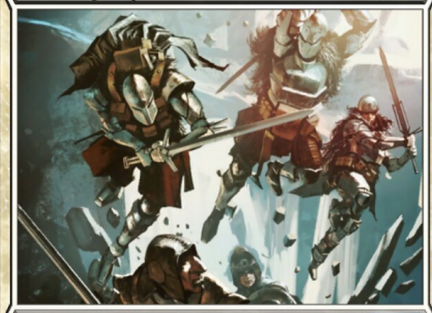
Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W



Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek

Timely Reinforcements 2W

Sorcery M12

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

Tomasz Jedruszek