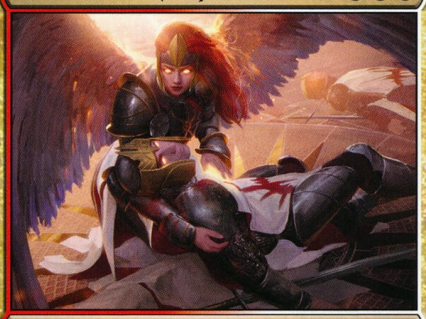
Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

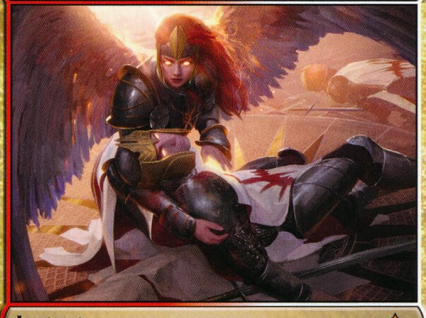
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

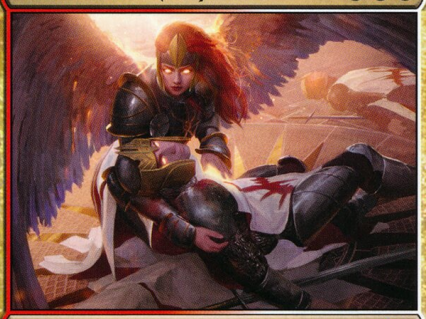
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

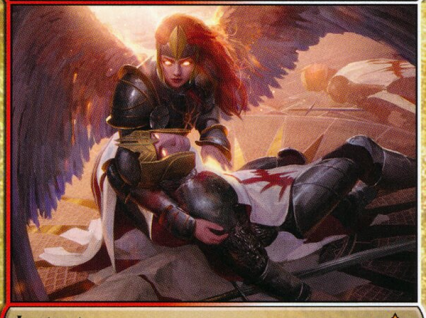
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

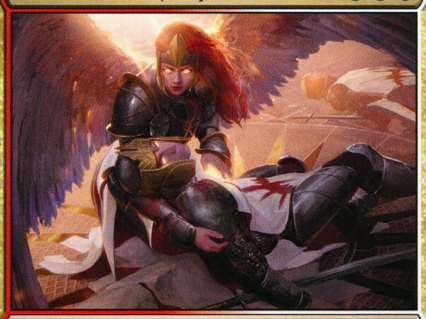
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

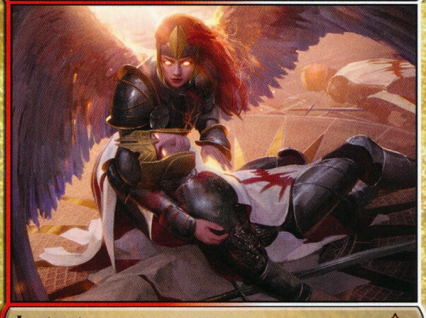
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

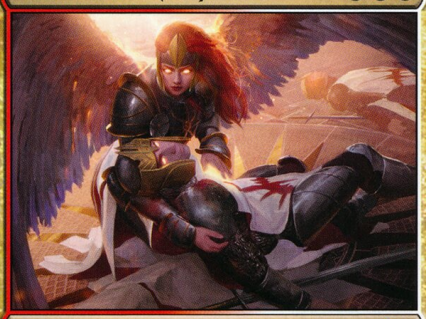
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

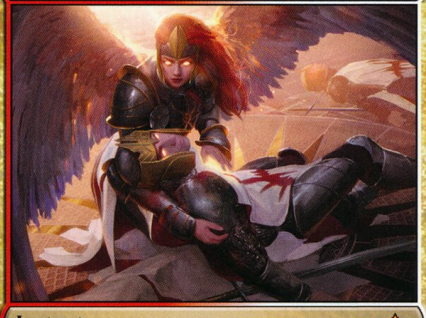
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory



Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast

Chance for Glory

Instant

Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

"It is not your time. The Legion still needs your blade."

159/259 M
GRN • EN
Bram Sels

™ & © 2018 Wizards of the Coast