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 this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.

7/4

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INR • EN Vincent Proce

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