Military Discipline



Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline



Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline



Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast

Military Discipline

Enchantment — Aura

Flash
Enchant creature
When Military Discipline enters the battlefield, enchanted creature gains first strike until end of turn.
Enchanted creature gets +1/+0.

017/287 C
BRO • EN
Francisco Miyara

™ & © 2022 Wizards of the Coast