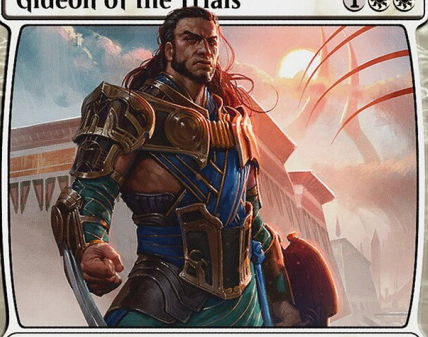
Gideon of the Trials



Planeswalker — Gideon

+1: Until your next turn, prevent all damage target permanent would deal.

0: Until end of turn, Gideon of the Trials becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

0: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game."

3

014/269 M
AKH • EN Izzy

™ & © 2017 Wizards of the Coast