Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

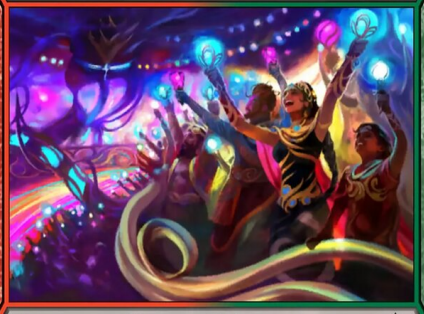
Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

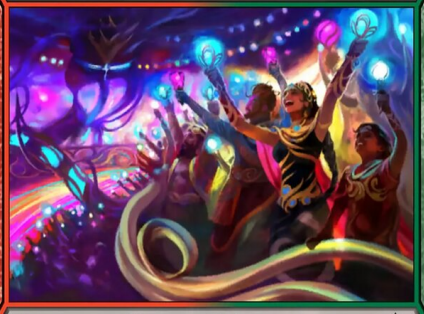
Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

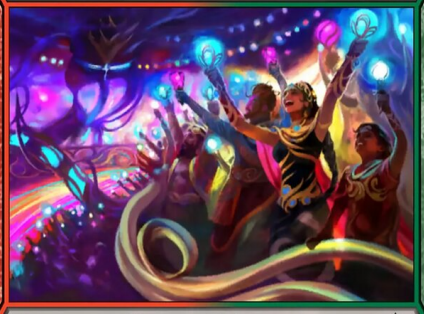
Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

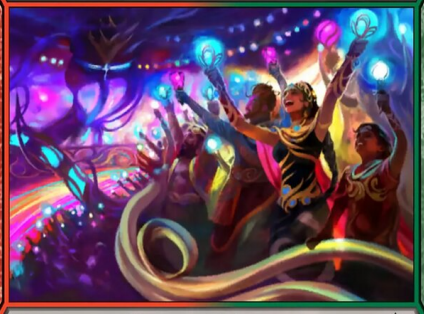
Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}



Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2

Cheering Crowd {1}{R}

Creature – Human Citizen

At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it.

Deruchenko Alexander

2/2