Loyal Retainers 2



Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1

Loyal Retainers 2

Creature — Advisors

On your turn, before you attack you may put Loyal Retainers in your graveyard to take any one Legend card from your graveyard and put that creature into play.

Illus. Solomon Au Yeung
©1993–1999 Wizards of the Coast, Inc. 12/180
1/1