Banners Raised



Instant

Creatures you control get +1/+0 until end of turn.

After the destruction of the Helvault, fearful mobs soon became fearless battalions.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC 127/244

Banners Raised



Instant

Creatures you control get +1/+0 until end of turn.

After the destruction of the Helvault, fearful mobs soon became fearless battalions.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC 127/244

Banners Raised



Instant

Creatures you control get +1/+0 until end of turn.

After the destruction of the Helvault, fearful mobs soon became fearless battalions.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC 127/244

Banners Raised



Instant

Creatures you control get +1/+0 until end of turn.

After the destruction of the Helvault, fearful mobs soon became fearless battalions.

Mike Bierek

™ & © 1993-2012 Wizards of the Coast LLC 127/244