Akroan Phalanx 3



Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165

Akroan Phalanx 3

Creature — Human Soldier

Vigilance

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

Shields up, spears out, heels set, hearts firm.

Steve Prescott

3/3

™ & © 2014 Wizards of the Coast 2/165