Lorehold Command



Instant

Choose two —
- Create a 3/2 red and white Spirit creature token.
- Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
- Lorehold Command deals 3 damage to any target. Target player gains 3 life.
- Sacrifice a permanent, then draw two cards.

199/275 R
STX • EN ✒ Jason Rainville
™ & © 2021 Wizards of the Coast

Lorehold Command

Instant

Choose two —
- Create a 3/2 red and white Spirit creature token.
- Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
- Lorehold Command deals 3 damage to any target. Target player gains 3 life.
- Sacrifice a permanent, then draw two cards.

199/275 R
STX • EN ✒ Jason Rainville
™ & © 2021 Wizards of the Coast

Lorehold Command

Instant

Choose two —
- Create a 3/2 red and white Spirit creature token.
- Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
- Lorehold Command deals 3 damage to any target. Target player gains 3 life.
- Sacrifice a permanent, then draw two cards.

199/275 R
STX • EN ✒ Jason Rainville
™ & © 2021 Wizards of the Coast

Lorehold Command

Instant

Choose two —
- Create a 3/2 red and white Spirit creature token.
- Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
- Lorehold Command deals 3 damage to any target. Target player gains 3 life.
- Sacrifice a permanent, then draw two cards.

199/275 R
STX • EN ✒ Jason Rainville
™ & © 2021 Wizards of the Coast

Lorehold Command

Instant

Choose two —
- Create a 3/2 red and white Spirit creature token.
- Creatures you control get +1/+0 and gain indestructible and haste until end of turn.
- Lorehold Command deals 3 damage to any target. Target player gains 3 life.
- Sacrifice a permanent, then draw two cards.

199/275 R
STX • EN ✒ Jason Rainville
™ & © 2021 Wizards of the Coast