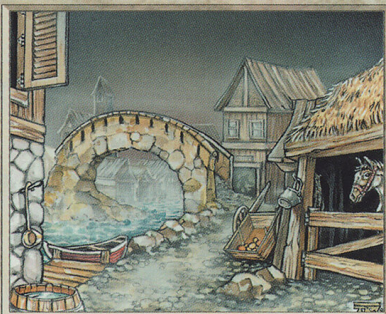


Icatian Town

5



Sorcery

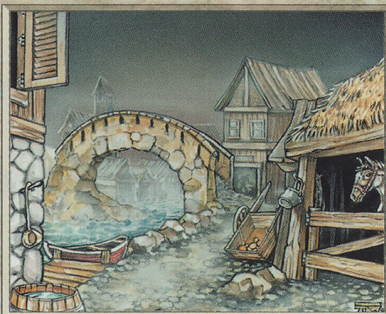
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

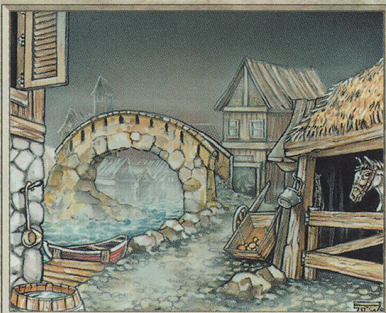
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

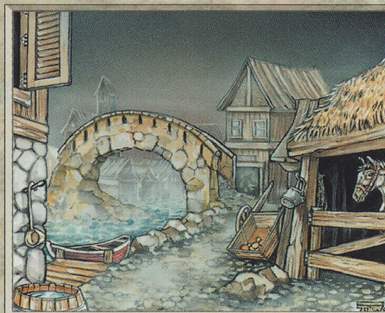
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

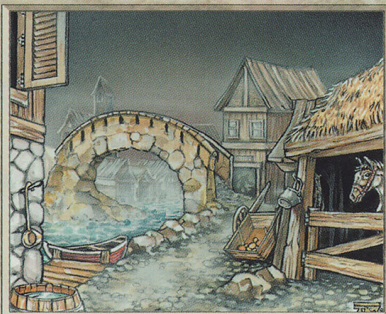
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

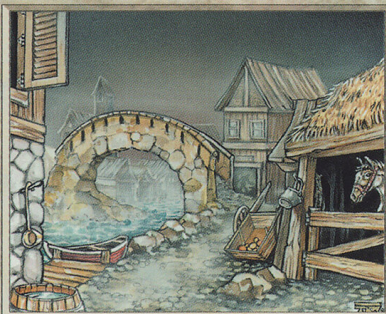
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

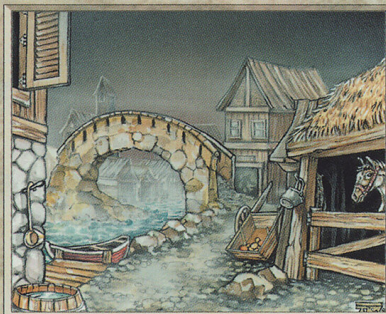
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

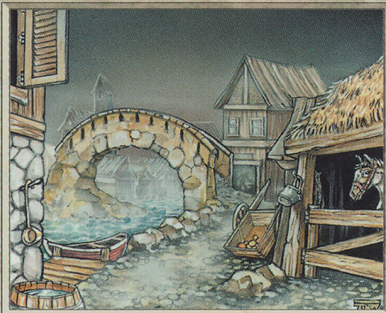
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

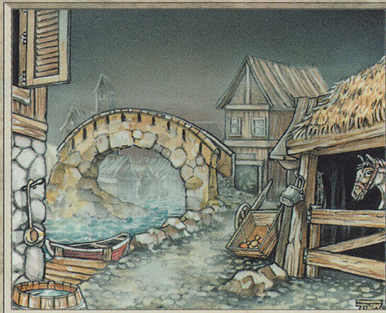
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

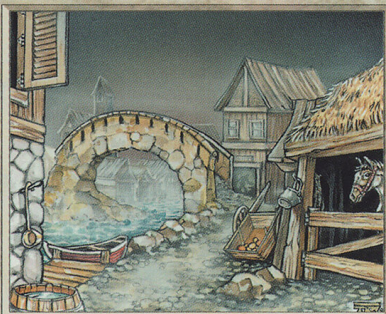
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

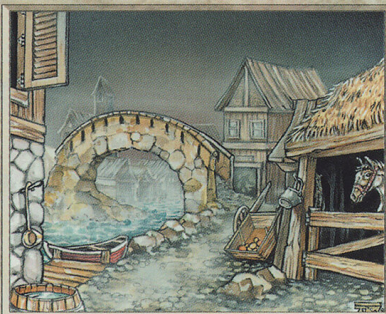
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

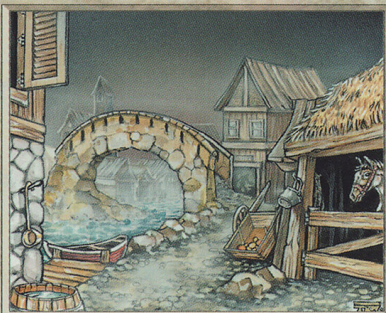
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

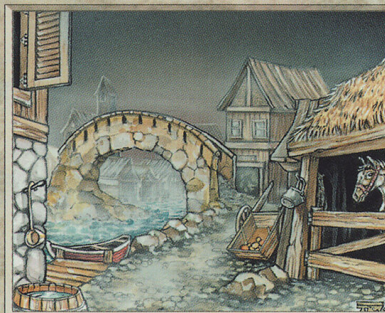
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

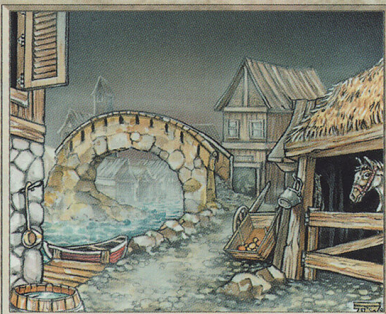
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

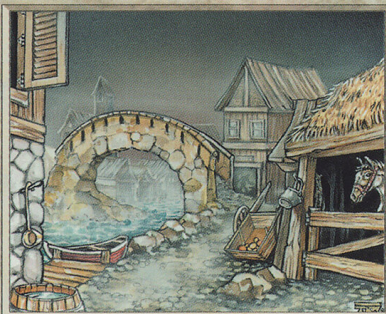
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

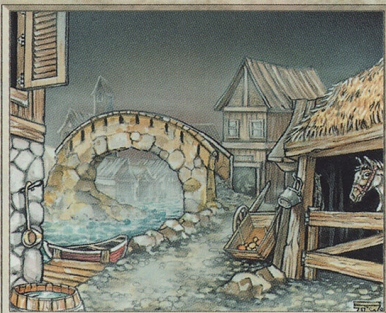
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

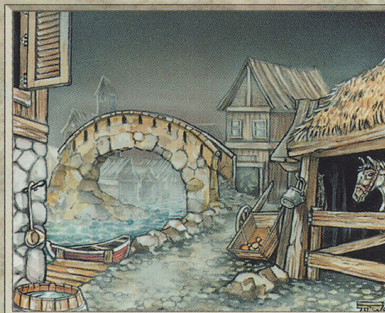
Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.

Icatian Town

5



Sorcery

Put 4 Citizen tokens into play.
Treat these tokens as 1/1 white creatures.

Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Illus. Tom Wänerstrand
© 1994 Wizards of the Coast, Inc. All rights reserved.