

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast

Coalition Honor Guard

3*



Creature — Human Flagbearer

8

While choosing targets as part of casting a spell or activating an ability, your opponents must choose at least one Flagbearer on the battlefield if able.

Giving little thought to their own defense, they carried the flag that united their army.

2/4

006/249 C
EMA • EN • ERIC PETERSON

™ & © 2016 Wizards of the Coast