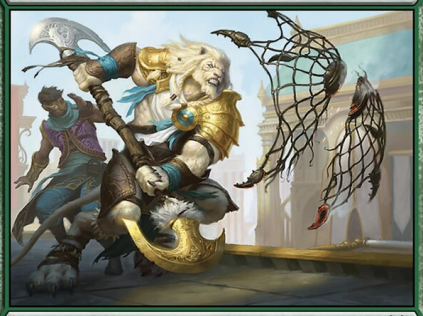
Heroic Intervention 1



Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

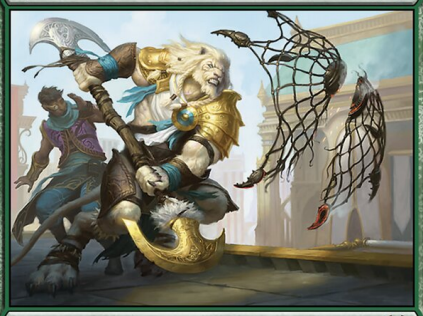
Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1



Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

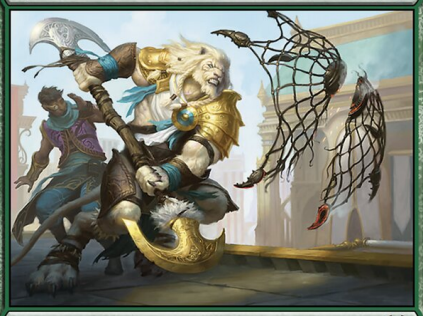
Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1



Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

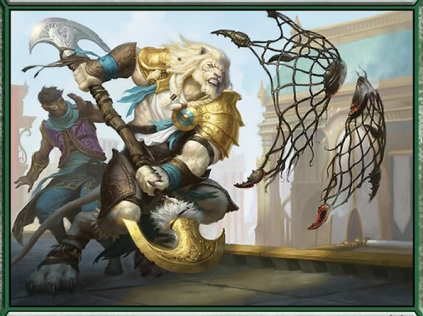
Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1



Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast

Heroic Intervention 1

Instant

Permanents you control gain hexproof and indestructible until end of turn.

"Wherever the strong would harm the weak, I will be there."
—Ajani Goldmane

R 0295
CMM • EN James Ryman

™ & © 2023 Wizards of the Coast