Cloudgoat Ranger 3



Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301

Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301



Cloudgoat Ranger 3

Creature — Giant Warrior

When Cloudgoat Ranger comes into play, put three 1/1 white Kithkin Soldier creature tokens into play.

Tap three untapped Kithkin you control: Cloudgoat Ranger gets +2/+0 and gains flying until end of turn.

Adam Rex

3/3

™ & © 1993–2007 Wizards of the Coast, Inc. 10/301