Warden of the Eye {2}{U}{B}{R}{W}



Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}



Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}



Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}



Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast

Warden of the Eye {2}{U}{B}{R}{W}

Creature — Djinn Wizard

When Warden of the Eye enters the battlefield, return target noncreature, nonland card from your graveyard to your hand.

The wardens guard the sacred documents of Tarkir's history, though they are forbidden to read the words.

3/3

212/269 U
KTK • EN
Howard Lyon

™ & © 2014 Wizards of the Coast