Ranger's Guile



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile



Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264

Ranger's Guile

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. *(It can't be the target of spells or abilities your opponents control.)*

In the remote corners of Kessig, protection is found in secret powers unknown to the Church of Avacyn.

Steve Prescott

™ & © 1993-2011 Wizards of the Coast LLC 201/264