Juniper Order Ranger 3GW



Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155

Juniper Order Ranger 3GW

Creature — Human Knight

Whenever another creature comes into play under your control, put a +1/+1 counter on that creature and a +1/+1 counter on Juniper Order Ranger.

To protect the alliance between Kjeldor and Yavimaya, they trained in the ways of both.

Greg Hildebrandt

2/4

™ & © 1993–2006 Wizards of the Coast, Inc. 130/155