High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}



Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast

High Sentinels of Arashin {3}{W}

Creature — Bird Soldier

Flying
High Sentinels of Arashin gets +1/+1 for each other creature you control with a +1/+1 counter on it.
{3}{W}: Put a +1/+1 counter on target creature.

3/4

013/269 R
KTK • EN James Ryman
™ & © 2014 Wizards of the Coast