Warden of the Inner Sky



Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast

Warden of the Inner Sky

Creature — Human Soldier

As long as Warden of the Inner Sky has three or more counters on it, it has flying and vigilance.

Tap three untapped artifacts and/or creatures you control: Put a +1/+1 counter on Warden of the Inner Sky. Scry 1. Activate only as a sorcery.

1/2

R 0043
LCI • EN Raoul Vitale

™ & © 2023 Wizards of the Coast