Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}

Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306

Horizon Seed {4}{W}



Creature — Spirit

Whenever you play a Spirit or Arcane spell, regenerate target creature.

In peaceful times, these beings escorted the honored kami to their new shrines. In the Kami War, they became the medics of an unstoppable army.

Matt Cavotta

2/1

™ & © 1993–2004 Wizards of the Coast, Inc. 15/306