Juniper Order Ranger 3



Creature — Human Knight

Whenever another creature enters the battlefield 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.

2/4

204/221 U
CN2 • EN Greg Hildebrandt

™ & © 2016 Wizards of the Coast

Juniper Order Ranger 3



Creature — Human Knight

Whenever another creature enters the battlefield 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.

2/4

204/221 U
CN2 • EN Greg Hildebrandt

™ & © 2016 Wizards of the Coast

Juniper Order Ranger 3



Creature — Human Knight

Whenever another creature enters the battlefield 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.

2/4

204/221 U
CN2 • EN Greg Hildebrandt

™ & © 2016 Wizards of the Coast

Juniper Order Ranger 3



Creature — Human Knight

Whenever another creature enters the battlefield 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.

2/4

204/221 U
CN2 • EN Greg Hildebrandt

™ & © 2016 Wizards of the Coast