Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast

Brave the Sands 1



Enchantment

Creatures you control have vigilance.
Each creature you control can block an additional creature each combat.

Enduring the most desolate and dangerous conditions, Abzan sentries unfailingly guard the stronghold gates.

060/351 U
C16 • EN Dave Kendall

™ & © 2016 Wizards of the Coast