Custodi Squire 4



Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3

Custodi Squire 4

Creature — Spirit Cleric

Flying

Will of the council — When Custodi Squire enters the battlefield, starting with you, each player votes for an artifact, creature, or enchantment card in your graveyard. Return each card with the most votes or tied for most votes to your hand.

Alex Horley-Orlandelli

™ & © 2014 Wizards of the Coast 18/210

3/3