Sight of the Scalelords



Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords



Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords



Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords



Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast

Sight of the Scalelords

Enchantment

At the beginning of combat on your turn, creatures you control with toughness 4 or greater get +2/+2 and gain vigilance until end of turn.

"The Silumgar creep around our borders and infiltrate our aeries. We must remain ever watchful."
—Golran, Dromoka captain

207/264 U
DTK • EN ✒ Marc Simonetti
™ & © 2015 Wizards of the Coast