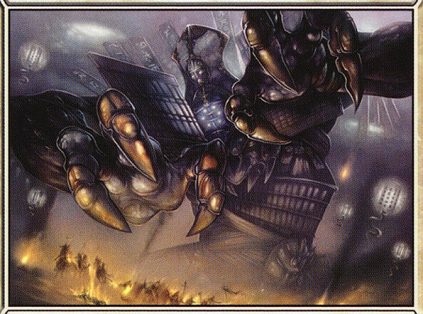
Hikari, Twilight Guardian 3



Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

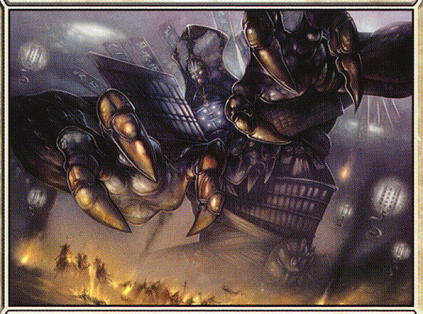
Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3



Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

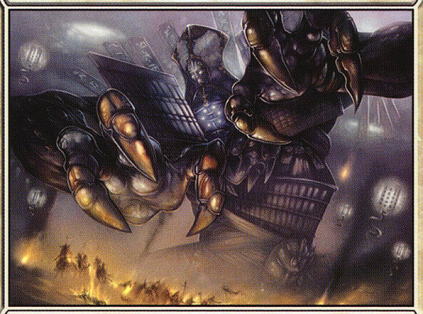
Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3



Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

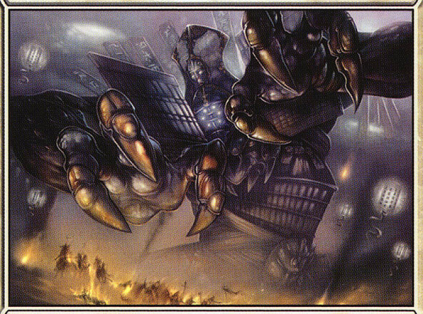
Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3



Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast

Hikari, Twilight Guardian 3

Legendary Creature — Spirit

Flying
Whenever you cast a Spirit or Arcane spell, you may exile Hikari, Twilight Guardian. If you do, return it to the battlefield under its owner's control at the beginning of the next end step.

4/4

018/249 U
MM2 • EN Glen Angus

™ & © 2015 Wizards of the Coast