Ballynock Cohort 2W



Creature — Kithkin Soldier

First strike
Ballynock Cohort gets +1/+1 as long as you control another white creature.

A kithkin's worst enemy is solitude.

Jesper Ejsing

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 3/301

Ballynock Cohort 2W



Creature — Kithkin Soldier

First strike
Ballynock Cohort gets +1/+1 as long as you control another white creature.

A kithkin's worst enemy is solitude.

Jesper Ejsing

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 3/301

Ballynock Cohort 2W



Creature — Kithkin Soldier

First strike
Ballynock Cohort gets +1/+1 as long as you control another white creature.

A kithkin's worst enemy is solitude.

Jesper Ejsing

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 3/301

Ballynock Cohort 2W



Creature — Kithkin Soldier

First strike
Ballynock Cohort gets +1/+1 as long as you control another white creature.

A kithkin's worst enemy is solitude.

Jesper Ejsing

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 3/301