

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type.
Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast

Kindred Discovery

3



Enchantment



As Kindred Discovery enters the battlefield, choose a creature type. Whenever a creature you control of the chosen type enters the battlefield or attacks, draw a card.

Few things are truly "lost" at sea.

011/309 R
C17 • EN • LAKE HURWITZ

™ & © 2017 Wizards of the Coast