Hollowhenge Spirit 3W



Creature — Spirit

Flash *(You may cast this spell any time you could cast an instant.)*

Flying

When Hollowhenge Spirit enters the battlefield, remove target attacking or blocking creature from combat.

Some spirits mourn. Others terrorize.

2/2

Lars Grant-West

™ & © 1993–2012 Wizards of the Coast LLC 10/158

Hollowhenge Spirit 3W

Creature — Spirit

Flash *(You may cast this spell any time you could cast an instant.)*

Flying

When Hollowhenge Spirit enters the battlefield, remove target attacking or blocking creature from combat.

Some spirits mourn. Others terrorize.

2/2

Lars Grant-West

™ & © 1993–2012 Wizards of the Coast LLC 10/158

Hollowhenge Spirit 3W

Creature — Spirit

Flash *(You may cast this spell any time you could cast an instant.)*

Flying

When Hollowhenge Spirit enters the battlefield, remove target attacking or blocking creature from combat.

Some spirits mourn. Others terrorize.

2/2

Lars Grant-West

™ & © 1993–2012 Wizards of the Coast LLC 10/158

Hollowhenge Spirit 3W

Creature — Spirit

Flash *(You may cast this spell any time you could cast an instant.)*

Flying

When Hollowhenge Spirit enters the battlefield, remove target attacking or blocking creature from combat.

Some spirits mourn. Others terrorize.

2/2

Lars Grant-West

™ & © 1993–2012 Wizards of the Coast LLC 10/158