Sulfur Elemental 2R



Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165

Sulfur Elemental 2R

Creature — Elemental

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

Split second *(As long as this spell is on the stack, players can't play spells or activated abilities that aren't mana abilities.)*

White creatures get +1/-1.

3/2

Dave Kendall

™ & © 1993-2007 Wizards of the Coast, Inc. 108/165