
Riftwing Cloudskate
Creature — Illusion
Flying
When Riftwing Cloudskate enters the battlefield, return target permanent to its owner's hand.
Suspend 3—1 (Rather than cast this card from your hand, you may pay 1 and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)
Carl Critchlow
™ & © 2014 Wizards of the Coast 18/88
2/2


Riftwing Cloudskate
Creature — Illusion
Flying
When Riftwing Cloudskate enters the battlefield, return target permanent to its owner's hand.
Suspend 3—1 (Rather than cast this card from your hand, you may pay 1 and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)
Carl Critchlow
™ & © 2014 Wizards of the Coast 18/88
2/2


Riftwing Cloudskate
Creature — Illusion
Flying
When Riftwing Cloudskate enters the battlefield, return target permanent to its owner's hand.
Suspend 3—1 (Rather than cast this card from your hand, you may pay 1 and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)
Carl Critchlow
™ & © 2014 Wizards of the Coast 18/88
2/2


Riftwing Cloudskate
Creature — Illusion
Flying
When Riftwing Cloudskate enters the battlefield, return target permanent to its owner's hand.
Suspend 3—1 (Rather than cast this card from your hand, you may pay 1 and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost. It has haste.)
Carl Critchlow
™ & © 2014 Wizards of the Coast 18/88
2/2