Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U



Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast

Rattlechains 1U

Creature — Spirit

Flash
Flying
When Rattlechains enters the battlefield, target Spirit gains hexproof until end of turn.
You may cast Spirit spells as though they had flash.

2/1

081/297 R
SOI • EN Lius Lasahido
™ & © 2016 Wizards of the Coast