Spinal Graft



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3.

When enchanted creature becomes the target of a spell or ability, destroy that creature. It can't be regenerated.

119/269 C
TPR • EN
Ron Spencer

™ & © 2015 Wizards of the Coast

Spinal Graft

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3.

When enchanted creature becomes the target of a spell or ability, destroy that creature. It can't be regenerated.

119/269 C
TPR • EN
Ron Spencer

™ & © 2015 Wizards of the Coast

Spinal Graft

Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3.

When enchanted creature becomes the target of a spell or ability, destroy that creature. It can't be regenerated.

119/269 C
TPR • EN
Ron Spencer

™ & © 2015 Wizards of the Coast

Spinal Graft



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3.

When enchanted creature becomes the target of a spell or ability, destroy that creature. It can't be regenerated.

119/269 C
TPR • EN
Ron Spencer

™ & © 2015 Wizards of the Coast