Rishei, Getaway Accomplice 5



Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6

Rishei, Getaway Accomplice 5

Legendary Creature – Human Artificer Villain

Flying
Whenever Rishei attacks, other Villains you control gain flying until end of turn.

Josh Hass

4/6