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.

"This one has not screamed enough to show effective implantation. Kill it."
—Volrath

141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.

"This one has not screamed enough to show effective implantation. Kill it."
—Volrath

141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.

"This one has not screamed enough to show effective implantation. Kill it."
—Volrath

141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.

"This one has not screamed enough to show effective implantation. Kill it."
—Volrath

141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 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.
"This one has not screamed enough to show effective implantation. Kill it."
—Volrath
141/325 C
VMA • EN ▶ Ron Spencer
™ & © 2014 Wizards of the Coast