Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}



Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast

Lion Sash

{1}{W}

Artifact Creature — Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on Lion Sash.

Equipped creature gets +1/+1 for each +1/+1 counter on Lion Sash.

Reconfigure {2} *({2}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)*

1/1

026/302 R
NEO • EN Yongjae Choi

™ & © 2022 Wizards of the Coast