Hanweir Lancer 2R



Creature — Human Knight

Soulbond *(You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)*

As long as Hanweir Lancer is paired with another creature, both creatures have first strike.

2/2

Steve Prescott

™ & © 1993-2012 Wizards of the Coast LLC 138244

Hanweir Lancer 2R



Creature — Human Knight

Soulbond *(You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)*

As long as Hanweir Lancer is paired with another creature, both creatures have first strike.

2/2

Steve Prescott

™ & © 1993-2012 Wizards of the Coast LLC 138244

Hanweir Lancer 2R



Creature — Human Knight

Soulbond *(You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)*

As long as Hanweir Lancer is paired with another creature, both creatures have first strike.

2/2

Steve Prescott

™ & © 1993-2012 Wizards of the Coast LLC 138244

Hanweir Lancer 2R



Creature — Human Knight

Soulbond *(You may pair this creature with another unpaired creature when either enters the battlefield. They remain paired for as long as you control both of them.)*

As long as Hanweir Lancer is paired with another creature, both creatures have first strike.

2/2

Steve Prescott

™ & © 1993-2012 Wizards of the Coast LLC 138244