

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast

Xathrid Slyblade
2

Creature — Human Assassin

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

3: Until end of turn, Xathrid Slyblade loses hexproof and gains first strike and deathtouch. (It deals combat damage before creatures without first strike. Any amount of damage it deals to a creature is enough to destroy it.)

Designed by Rob Pardo

2/1

124/269 U
M15 • EN STEVE PRESCOTT

TM & © 2014 Wizards of the Coast