Flameshadow Conjuring



Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast

Flameshadow Conjuring

Enchantment

Whenever a nontoken creature enters the battlefield under your control, you may pay . If you do, put a token onto the battlefield that's a copy of that creature. That token gains haste. Exile it at the beginning of the next end step.

147/272 R
ORI • EN Seb McKinnon

™ & © 2015 Wizards of the Coast