Riding Red hare 2



Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180

Riding Red hare 2

Sorcery

Any one creature gets +3/+3 and gains horsemanship until the end of the turn.

One of the greatest steeds in the empire, Red Hare could travel a thousand li *a day and climb hills as if running on flat ground.*

Illus. Qi Baocheng

©1993–1999 Wizards of the Coast, Inc. 18/180