Lingering Souls



Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80

Lingering Souls

Sorcery

Put two 1/1 white Spirit creature tokens with flying onto the battlefield.

Flashback 1 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

The murdered inhabitants of Hollowhenge impart to the living the terror they felt in death.

John Stanko

™ & © 2013 Wizards of the Coast 24/80