

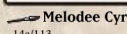

Moonsage of Nephalia




Creature — Human Cleric


When Moonsage of Nephalia enters the battlefield, ward your graveyard. ((Put a blue Ward Aura Enchantment token on the battlefield with “Enchant target instant or sorcery card in a graveyard – Sacrifice an enchantment: You may cast enchanted card from your graveyard until end of turn, then exile it.” and attach it to target card in your graveyard.))

At the beginning of your upkeep, if you control at least three Humans, transform Moonsage of Nephalia. 3/4


2/2

14a/113


Archmage of Blessed Sleep



Creature — Human Cleric


The surge of white mana from the Cursemute renewed her powers, flooding her body with holy strength.


3/4

14b/113


Cloudstalker Geist




Creature — Spirit


Flying

1    : Transform Cloudstalker Geist.

Only a handful of spirits managed to avoid the collars of angels and the chains of necromancers, carrying on their eternal drifting in the skies.


2/2

24a/113


Mistwalker



Creature — Spirit


Flying

Other Spirits you control get +1/+1.


0/4

24b/113


Breakneck Hermit




Creature — Spider Werewolf


Reach

At the beginning of your upkeep, you may sacrifice a creature. If you do, transform Breakneck Hermit.

Savagery and malice merge into its bestial eyes, mesmerizing its victims until it's too late.


1/3

89a/113


Eightclaw Prowler



Creature — Horror Werewolf


Reach, deathtouch

At the beginning of your end step, you may sacrifice a creature; then, if a creature didn't die this turn, transform Eightclaw Prowler.


3/5

89b/113



