
Moonshaker Cavalry
5
Creature — Spirit Knight
Flying
When Moonshaker Cavalry enters the battlefield, creatures you control gain flying and get +X/+X until end of turn, where X is the number of creatures you control.
High King Kenrith's armies followed him into the afterlife, ready to charge at his command.
6/6
M 0021
WOE • EN
Aldo Dominguez
™ & © 2023 Wizards of the Coast