Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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

Moonshaker Cavalry {5}{W}{W}{W}

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