Lunarch Mantle



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."

"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor

024/249 C
A25 • EN
Anastasia Ovchinnikova

™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."

"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor

024/249 C
A25 • EN
Anastasia Ovchinnikova

™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."

"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor

024/249 C
A25 • EN
Anastasia Ovchinnikova

™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle



Enchantment — Aura

Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."

"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor

024/249 C
A25 • EN
Anastasia Ovchinnikova

™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast

Lunarch Mantle
Enchantment — Aura
Enchant creature
Enchanted creature gets +2/+2 and has "{1}, Sacrifice a permanent: This creature gains flying until end of turn."
"A boon from the angels should never be cast aside."
—Manfried Ulmach, Chief Inquisitor
024/249 C
A25 • EN
Anastasia Ovchinnikova
™ & © 2018 Wizards of the Coast