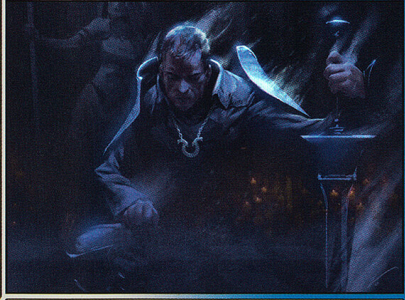


Geist of Saint Traft

1 * 6



Legendary Creature — Spirit Cleric

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

Whenever Geist of Saint Traft attacks, put a 4/4 white Angel creature token with flying onto the battlefield tapped and attacking. Exile that token at end of combat.

2/2

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