Geist of Saint Traft {1}{W}{U}



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

Igor Kieryluk

™ & © 1993–2011 Wizards of the Coast LLC 213/264

Geist of Saint Traft {1}{W}{U}



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

Igor Kieryluk

™ & © 1993–2011 Wizards of the Coast LLC 213/264

Geist of Saint Traft {1}{W}{U}



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

Igor Kieryluk

™ & © 1993–2011 Wizards of the Coast LLC 213/264

Geist of Saint Traft {1}{W}{U}



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

Igor Kieryluk

™ & © 1993–2011 Wizards of the Coast LLC 213/264