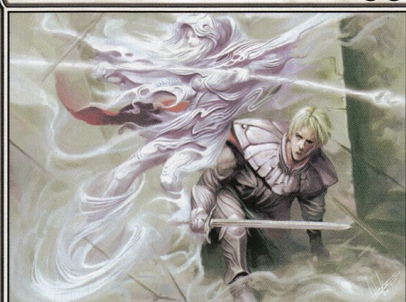


Ghost Warden

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Creature — Spirit



☞: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."

—Ilromov, traveling storyteller

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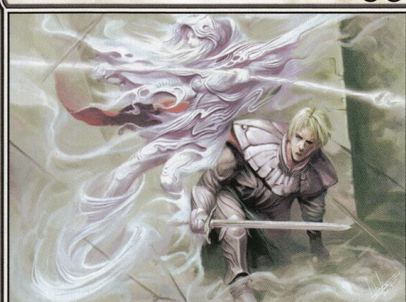
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