Mistform Mask 1



Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350

Mistform Mask 1

Enchant Creature

1: Enchanted creature's type becomes the creature type of your choice until end of turn.

Trust, the fifth myth of reality: Every truth holds the seed of betrayal.

Illus. Monte Michael Moore

™ & © 1993-2002 Wizards of the Coast, Inc. 94/350