Homura, Human Ascendant {4}{R}{R}

Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Legendary Enchantment

Homura's Essence

Creatures you control get +2/+2 and have flying and "{R}: This creature gets +1/+0 until end of turn."

Kev Walker

™ & © 1993-2005 Wizards of the Coast, Inc. 103/165

Homura, Human Ascendant {4}{R}{R}

Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Legendary Enchantment

Homura's Essence

Creatures you control get +2/+2 and have flying and "{R}: This creature gets +1/+0 until end of turn."

Kev Walker

™ & © 1993-2005 Wizards of the Coast, Inc. 103/165

Homura, Human Ascendant {4}{R}{R}

Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Legendary Enchantment

Homura's Essence

Creatures you control get +2/+2 and have flying and "{R}: This creature gets +1/+0 until end of turn."

Kev Walker

™ & © 1993-2005 Wizards of the Coast, Inc. 103/165

Homura, Human Ascendant {4}{R}{R}

Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Legendary Enchantment

Homura's Essence

Creatures you control get +2/+2 and have flying and "{R}: This creature gets +1/+0 until end of turn."

Kev Walker

™ & © 1993-2005 Wizards of the Coast, Inc. 103/165

Homura, Human Ascendant {4}{R}{R}

Homura, Human Ascendant can't block.
When Homura is put into a graveyard from play, return it to play flipped.

Legendary Creature — Human Monk 4/4

Legendary Enchantment

Homura's Essence

Creatures you control get +2/+2 and have flying and "{R}: This creature gets +1/+0 until end of turn."

Kev Walker

™ & © 1993-2005 Wizards of the Coast, Inc. 103/165