

Geist of Saint Traft 1*



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, create a 4/4 white Angel creature token with flying that's tapped and attacking. Exile that token at end of combat.

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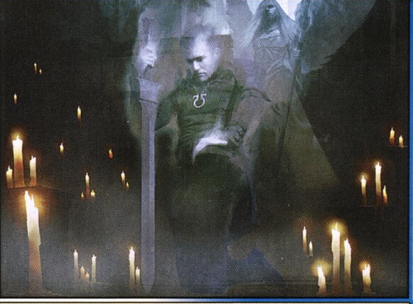
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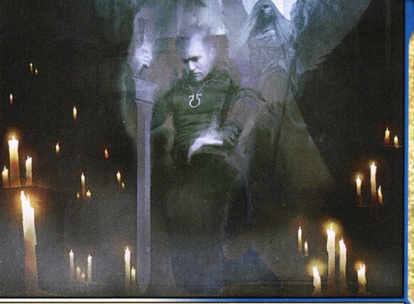
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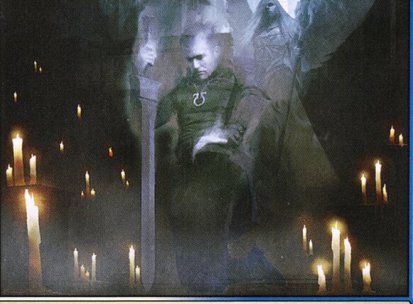
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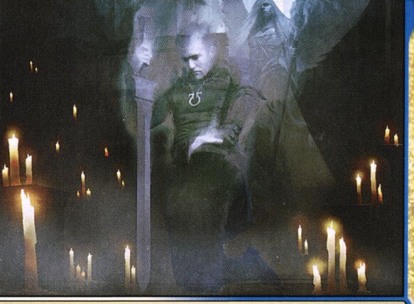
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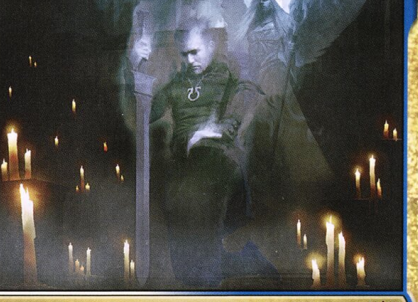
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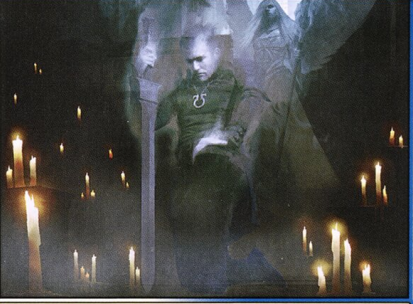
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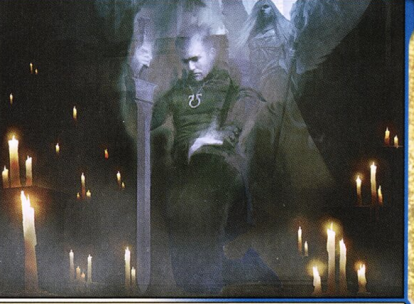
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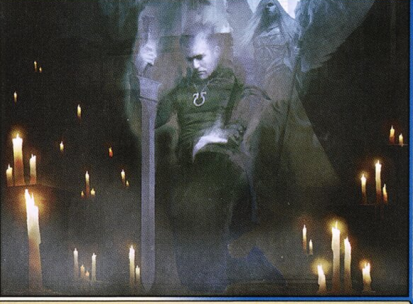
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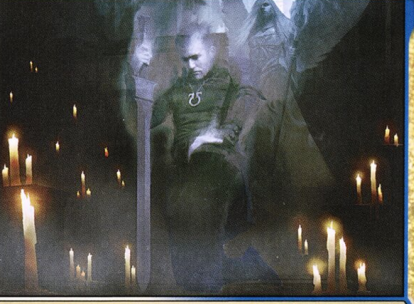
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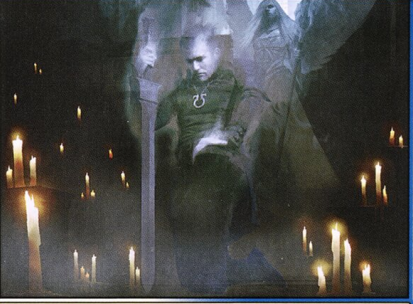
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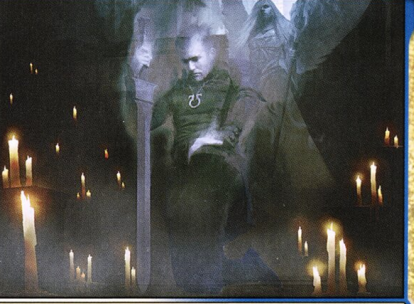
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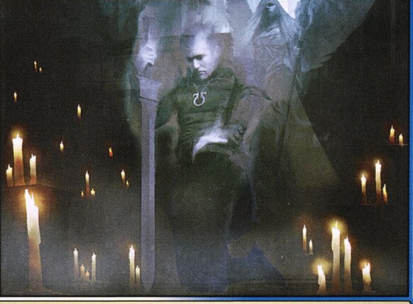
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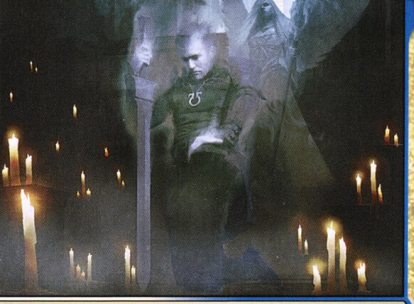
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