Mistform Wakecaster 4



Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3

Mistform Wakecaster 4

Creature — Illusion

Flying

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

2, : Choose a creature type. The type of each creature you control becomes that type until end of turn.

Illus. Glen Angus

™ & © 1993-2003 Wizards of the Coast, Inc. 48/145

2/3