Moonlit Wake 2



Enchantment

Whenever a creature is put into a graveyard from play, you gain 1 life.

"As long as Rushwood glows, no life is ever truly lost."
—Ta-Karnst, Cho-Arrim healer

Illus. Greg & Tim Hildebrandt
©1993–1999 Wizards of the Coast, Inc. 29/350

Moonlit Wake 2



Enchantment

Whenever a creature is put into a graveyard from play, you gain 1 life.

"As long as Rushwood glows, no life is ever truly lost."
—Ta-Karnst, Cho-Arrim healer

Illus. Greg & Tim Hildebrandt
©1993–1999 Wizards of the Coast, Inc. 29/350

Moonlit Wake 2



Enchantment

Whenever a creature is put into a graveyard from play, you gain 1 life.

"As long as Rushwood glows, no life is ever truly lost."
—Ta-Karnst, Cho-Arrim healer

Illus. Greg & Tim Hildebrandt
©1993–1999 Wizards of the Coast, Inc. 29/350

Moonlit Wake 2



Enchantment

Whenever a creature is put into a graveyard from play, you gain 1 life.

"As long as Rushwood glows, no life is ever truly lost."
—Ta-Karnst, Cho-Arrim healer

Illus. Greg & Tim Hildebrandt
©1993–1999 Wizards of the Coast, Inc. 29/350