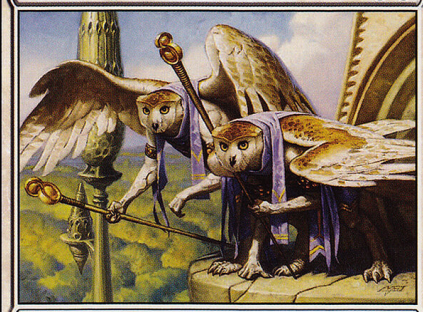
Aerie Mystics {4}{W}



Creature — Bird Wizard

Flying

{1}{G}{U}: Creatures you control gain shroud until end of turn. *(They can't be the targets of spells or abilities.)*

They are cautious with their body language and facial expressions. Any stray movement could betray the positions of the troops they protect and cost many lives.

3/3

Mark Zug

™ & © 2013 Wizards of the Coast 2/356