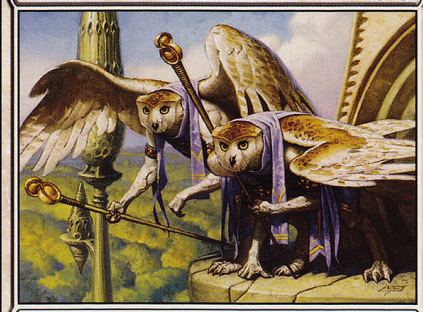
## Aerie Mystics



Creature — Bird Wizard

Flying

1 : 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


## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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



## Aerie Mystics

Creature — Bird Wizard

Flying

1 : 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