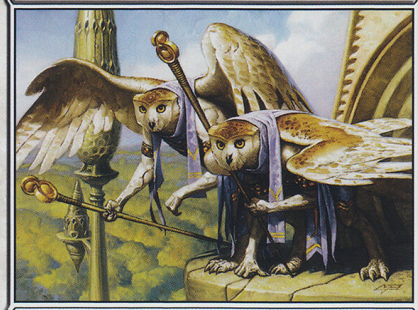
Aerie Mystics 4



Creature — Bird Wizard

Flying

1: Creatures you control gain shroud until end of turn.

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.

Mark Zug

3/3

™ & © 1993–2009 Wizards of the Coast, Inc. 1/145

Aerie Mystics 4

Creature — Bird Wizard

Flying

1: Creatures you control gain shroud until end of turn.

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.

Mark Zug

3/3

™ & © 1993–2009 Wizards of the Coast, Inc. 1/145

Aerie Mystics 4

Creature — Bird Wizard

Flying

1: Creatures you control gain shroud until end of turn.

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.

Mark Zug

3/3

™ & © 1993–2009 Wizards of the Coast, Inc. 1/145

Aerie Mystics 4

Creature — Bird Wizard

Flying

1: Creatures you control gain shroud until end of turn.

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.

Mark Zug

3/3

™ & © 1993–2009 Wizards of the Coast, Inc. 1/145