Hallowed Haunting



Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.

Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This creature's power and toughness are each equal to the number of Spirits you control."

349 M
VOW • EN David Auden Nash
™ & © 2021 Wizards of the Coast

Hallowed Haunting

Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.

Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This creature's power and toughness are each equal to the number of Spirits you control."

349 M
VOW • EN David Auden Nash
™ & © 2021 Wizards of the Coast

Hallowed Haunting

Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.

Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This creature's power and toughness are each equal to the number of Spirits you control."

349 M
VOW • EN David Auden Nash
™ & © 2021 Wizards of the Coast

Hallowed Haunting

Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.

Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This creature's power and toughness are each equal to the number of Spirits you control."

349 M
VOW • EN David Auden Nash
™ & © 2021 Wizards of the Coast