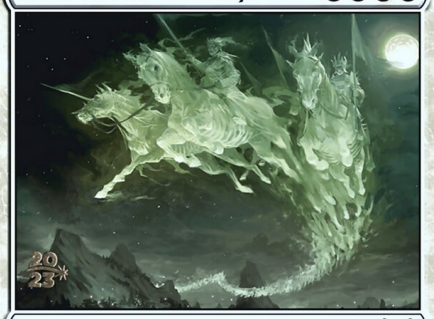
Moonshaker Cavalry {5}{W}{W}{W}



Creature — Spirit Knight

Flying

When Moonshaker Cavalry enters the battlefield, creatures you control gain flying and get +X/+X until end of turn, where X is the number of creatures you control.

High King Kenrith's armies followed him into the afterlife, ready to charge at his command.

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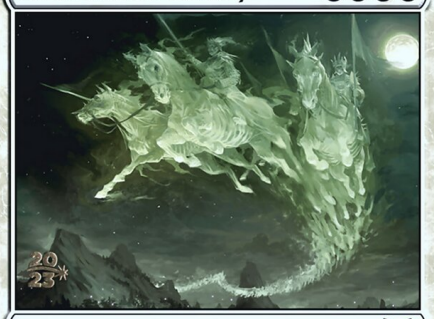
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