Pale Wayfarer 5



Creature — Spirit Giant

2, : Target creature gains protection from the color of its controller's choice until end of turn. *(is the untap symbol.)*

As it wandered Shadowmoor, it did not remember its crime—only its shame.

Heather Hudson

4/4

™ & © 1993–2008 Wizards of the Coast, Inc. 17/301

Pale Wayfarer 5

Creature — Spirit Giant

2, : Target creature gains protection from the color of its controller's choice until end of turn. *(is the untap symbol.)*

As it wandered Shadowmoor, it did not remember its crime—only its shame.

Heather Hudson

4/4

™ & © 1993–2008 Wizards of the Coast, Inc. 17/301

Pale Wayfarer 5

Creature — Spirit Giant

2, : Target creature gains protection from the color of its controller's choice until end of turn. *(is the untap symbol.)*

As it wandered Shadowmoor, it did not remember its crime—only its shame.

Heather Hudson

4/4

™ & © 1993–2008 Wizards of the Coast, Inc. 17/301

Pale Wayfarer 5

Creature — Spirit Giant

2, : Target creature gains protection from the color of its controller's choice until end of turn. *(is the untap symbol.)*

As it wandered Shadowmoor, it did not remember its crime—only its shame.

Heather Hudson

4/4

™ & © 1993–2008 Wizards of the Coast, Inc. 17/301