Moira and Teshar



Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast

Moira and Teshar

Legendary Creature — Phyrexian Spirit Bird

Flying

Whenever you cast a historic spell, return target nonland permanent card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step. If it would leave the battlefield, exile it instead of putting it anywhere else. *(Artifacts, legendaries, and Sagas are historic.)*

4/5

M 0007
MOC • EN Josh Hass

™ & © 2023 Wizards of the Coast