Unnatural Moonrise



Sorcery

It becomes night. Until end of turn, target creature gets +1/+0 and gains trample and "Whenever this creature deals combat damage to a player, draw a card."

Flashback 2 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

247/277 U Story Spotlight
MID • EN ▶ Ryan Pancoast

mtgstory.com

™ & © 2021 Wizards of the Coast

Unnatural Moonrise

Sorcery

It becomes night. Until end of turn, target creature gets +1/+0 and gains trample and "Whenever this creature deals combat damage to a player, draw a card."

Flashback 2 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

247/277 U Story Spotlight
MID • EN ▶ Ryan Pancoast

mtgstory.com

™ & © 2021 Wizards of the Coast

Unnatural Moonrise

Sorcery

It becomes night. Until end of turn, target creature gets +1/+0 and gains trample and "Whenever this creature deals combat damage to a player, draw a card."

Flashback 2 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

247/277 U Story Spotlight
MID • EN ▶ Ryan Pancoast

mtgstory.com

™ & © 2021 Wizards of the Coast

Unnatural Moonrise

Sorcery

It becomes night. Until end of turn, target creature gets +1/+0 and gains trample and "Whenever this creature deals combat damage to a player, draw a card."

Flashback 2 *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

247/277 U Story Spotlight
MID • EN ▶ Ryan Pancoast

mtgstory.com

™ & © 2021 Wizards of the Coast