Witch of the Moors



Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors



Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors



Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors



Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast

Witch of the Moors

Creature — Human Warlock

Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

Many hands for many evils.

4/4

018/078 R
JMP • EN
Caio Monteiro

™ & © 2020 Wizards of the Coast