Morningtide's Light



Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.

Until your next turn, prevent all damage that would be dealt to you.

Exile Morningtide's Light.

M 0027
ECL • EN
Mark Poole

™ & © 2026 Wizards of the Coast

Morningtide's Light

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.

Until your next turn, prevent all damage that would be dealt to you.

Exile Morningtide's Light.

M 0027
ECL • EN
Mark Poole

™ & © 2026 Wizards of the Coast

Morningtide's Light

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.

Until your next turn, prevent all damage that would be dealt to you.

Exile Morningtide's Light.

M 0027
ECL • EN
Mark Poole

™ & © 2026 Wizards of the Coast

Morningtide's Light

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.

Until your next turn, prevent all damage that would be dealt to you.

Exile Morningtide's Light.

M 0027
ECL • EN
Mark Poole

™ & © 2026 Wizards of the Coast

Morningtide's Light

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.

Until your next turn, prevent all damage that would be dealt to you.

Exile Morningtide's Light.

M 0027
ECL • EN
Mark Poole

™ & © 2026 Wizards of the Coast