







Moonshadow



Creature — Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

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Village Rites



Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.
"You were so eager to take and consume. Yet when asked to give, you refuse?"

C 0137
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Dreadhorde Arcanist



Creature — Zombie Wizard

Trample
Whenever Dreadhorde Arcanist attacks, you may cast target instant or sorcery card with mana value less than or equal to Dreadhorde Arcanist's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

1/3

R 0539
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Twilight Diviner 2



Creature — Elf Cleric

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

Whenever one or more other creatures you control enter, if they entered or were cast from a graveyard, create a token that's a copy of one of them. This ability triggers only once each turn.

3/3

R 0122
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Eaten Alive



Sorcery

As an additional cost to cast this spell, sacrifice a creature or pay 3.

Exile target creature or planeswalker.

"If you hear a groaning noise in the cellar, don't investigate. Don't split up. Just lock the door and barricade it."
—Emili, guard captain

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Elidir



Mágica Instantânea

Destrua a criatura alvo com total de poder e resistência igual ou inferior a 5.

"Não pode haver piedade, nem meios termos. Com os phyrexianos, é matar rápido ou morrer."
—Jodah

089/281 U
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Rending Volley



Instant

Rending Volley can't be countered by spells or abilities.

Rending Volley deals 4 damage to target white or blue creature.

The sky offers few hiding places.

150/264 U
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Esfera Amortecedora2

Artefato

Se um terreno for virado para gerar dois ou mais manas, este gerará $\diamond$ em vez de qualquer outro tipo e quantidade.

Cada mágica que um jogador conjura custa 1 a mais para ser conjurada para cada outra mágica que aquele jogador conjurou neste turno.

Uma relíquia dos thran, ela passou dez mil anos sem fazer absolutamente nada.

219/261 U

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Fim Terrível1

Mágica Instantânea

Como custo adicional para conjurar esta mágica, sacrifique uma criatura.

Compre dois cards. Se a criatura sacrificada era lendária, em vez disso, compre três cards.

“E esse é o fim. Um fim terrível para Saruman, e eu não queria ter precisado ver isso; mas já vai tarde.”

— Sam

C 0099

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Chamado do Mortívago2

Feitiço

Devolva até dois cards de criatura alvo com custo de mana convertido total igual ou inferior a 3 de seu cemitério para o campo de batalha. Coloque um marcador de toque mortífero em um deles. Em seguida, coloque um marcador de ameaçar em um deles.

Os vivos temem os sussurros de Nethroi. Os mortos os escutam.

078/274 U

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