Call of the Nightwing



Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast

Call of the Nightwing

Sorcery

Create a 1/1 blue and black Horror creature token with flying.

Cipher *(Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)*

008/127 U
GK1 • EN
Adam Paquette

™ & © 2018 Wizards of the Coast