Reaper of Night 5



Creature — Specter

Harvest Fear 3

Sorcery — Adventure

Target opponent discards two cards. *(Then exile this card. You may cast the creature later from exile.)*

Whenever Reaper of Night attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn.

4/5

102/269 C
ELD • EN Jeff Simpson

™ & © 2019 Wizards of the Coast

Reaper of Night 5



Creature — Specter

Harvest Fear 3

Sorcery — Adventure

Target opponent discards two cards. *(Then exile this card. You may cast the creature later from exile.)*

Whenever Reaper of Night attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn.

4/5

102/269 C
ELD • EN Jeff Simpson

™ & © 2019 Wizards of the Coast

Reaper of Night 5



Creature — Specter

Harvest Fear 3

Sorcery — Adventure

Target opponent discards two cards. *(Then exile this card. You may cast the creature later from exile.)*

Whenever Reaper of Night attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn.

4/5

102/269 C
ELD • EN Jeff Simpson

™ & © 2019 Wizards of the Coast

Reaper of Night 5



Creature — Specter

Harvest Fear 3

Sorcery — Adventure

Target opponent discards two cards. *(Then exile this card. You may cast the creature later from exile.)*

Whenever Reaper of Night attacks, if defending player has two or fewer cards in hand, it gains flying until end of turn.

4/5

102/269 C
ELD • EN Jeff Simpson

™ & © 2019 Wizards of the Coast