Nocturnal Raid



Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350

Nocturnal Raid

Instant

Black creatures get +2/+0 until end of turn.

The Eastern Paladin doesn't attack at night for the tactical advantage. He does it for the sheer joy of fighting beneath the moon.

Illus. Pete Venters

™ & © 1993–2001 Wizards of the Coast, Inc. 154/350