Sméagol, Helpful Guide



Legendary Creature — Halfling Horror

At the beginning of your end step, if a creature died under your control this turn, the Ring tempts you.

Whenever the Ring tempts you, target opponent reveals cards from the top of their library until they reveal a land card. Put that card onto the battlefield tapped under your control and the rest into their graveyard.

4/2

R 0231
LTR ★ EN Campbell White

© MEE
™ & © 2023 Wizards of the Coast

Sméagol, Helpful Guide



Legendary Creature — Halfling Horror

At the beginning of your end step, if a creature died under your control this turn, the Ring tempts you.

Whenever the Ring tempts you, target opponent reveals cards from the top of their library until they reveal a land card. Put that card onto the battlefield tapped under your control and the rest into their graveyard.

4/2

R 0231
LTR ★ EN Campbell White

© MEE
™ & © 2023 Wizards of the Coast

Sméagol, Helpful Guide



Legendary Creature — Halfling Horror

At the beginning of your end step, if a creature died under your control this turn, the Ring tempts you.

Whenever the Ring tempts you, target opponent reveals cards from the top of their library until they reveal a land card. Put that card onto the battlefield tapped under your control and the rest into their graveyard.

4/2

R 0231
LTR ★ EN Campbell White

© MEE
™ & © 2023 Wizards of the Coast

Sméagol, Helpful Guide



Legendary Creature — Halfling Horror

At the beginning of your end step, if a creature died under your control this turn, the Ring tempts you.

Whenever the Ring tempts you, target opponent reveals cards from the top of their library until they reveal a land card. Put that card onto the battlefield tapped under your control and the rest into their graveyard.

4/2

R 0231
LTR ★ EN Campbell White

© MEE
™ & © 2023 Wizards of the Coast