Nightmare Shepherd 2



Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2



Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2



Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2



Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast

Nightmare Shepherd 2

Enchantment Creature — Demon

Flying
Whenever another nontoken creature you control dies, you may exile it. If you do, create a token that's a copy of that creature, except it's 1/1 and it's a Nightmare in addition to its other types.

4/4

108/254 R
THB • EN Tyler Iacobson
™ & © 2020 Wizards of the Coast