

Nim Deathmantle2



Artifact — Equipment

Equipped creature gets +2/+2, has intimidate, and is a black Zombie. *(It can't be blocked except by artifact creatures and/or creatures that share a color with it.)*

Whenever a nontoken creature is put into your graveyard from the battlefield, you may pay 4. If you do, return that card to the battlefield and attach Nim Deathmantle to it.

Equip 4

309/331 R
2X2 • EN KARL KOPINSKI™ & © 2022 Wizards of the Coast

Nim Deathmantle2



Artifact — Equipment

Equipped creature gets +2/+2, has intimidate, and is a black Zombie. *(It can't be blocked except by artifact creatures and/or creatures that share a color with it.)*

Whenever a nontoken creature is put into your graveyard from the battlefield, you may pay 4. If you do, return that card to the battlefield and attach Nim Deathmantle to it.

Equip 4

309/331 R
2X2 • EN KARL KOPINSKI™ & © 2022 Wizards of the Coast

Nim Deathmantle2



Artifact — Equipment

Equipped creature gets +2/+2, has intimidate, and is a black Zombie. *(It can't be blocked except by artifact creatures and/or creatures that share a color with it.)*

Whenever a nontoken creature is put into your graveyard from the battlefield, you may pay 4. If you do, return that card to the battlefield and attach Nim Deathmantle to it.

Equip 4

309/331 R
2X2 • EN KARL KOPINSKI™ & © 2022 Wizards of the Coast

Nim Deathmantle2



Artifact — Equipment

Equipped creature gets +2/+2, has intimidate, and is a black Zombie. *(It can't be blocked except by artifact creatures and/or creatures that share a color with it.)*

Whenever a nontoken creature is put into your graveyard from the battlefield, you may pay 4. If you do, return that card to the battlefield and attach Nim Deathmantle to it.

Equip 4

309/331 R
2X2 • EN KARL KOPINSKI™ & © 2022 Wizards of the Coast