Nazgûl 2B



Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B



Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B



Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B



Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast

Nazgûl 2B

Creature — Wraith Knight

Deathtouch

When Nazgûl enters the battlefield, the Ring tempts you.

Whenever the Ring tempts you, put a +1/+1 counter on each Wraith you control.

A deck can have up to nine cards named Nazgûl.

1/2

U 0728
LTR • EN ✒ Miklós Ligeti

© MEE
™ & © 2023 Wizards of the Coast