True-Name Nemesis



Creature — Merfolk Rogue

As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player. *(This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)*

3/1

035/149 M
PZ1 • EN Zack Stella

™ & © 2015 Wizards of the Coast

True-Name Nemesis

Creature — Merfolk Rogue

As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player. *(This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)*

3/1

035/149 M
PZ1 • EN Zack Stella

™ & © 2015 Wizards of the Coast

True-Name Nemesis

Creature — Merfolk Rogue

As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player. *(This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)*

3/1

035/149 M
PZ1 • EN Zack Stella

™ & © 2015 Wizards of the Coast

True-Name Nemesis

Creature — Merfolk Rogue

As True-Name Nemesis enters the battlefield, choose a player.

True-Name Nemesis has protection from the chosen player. *(This creature can't be blocked, targeted, dealt damage, or enchanted by anything controlled by that player.)*

3/1

035/149 M
PZ1 • EN Zack Stella

™ & © 2015 Wizards of the Coast