Wight {1}{B}



Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}



Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}



Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}



Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast

Wight {1}{B}

Creature — Zombie Soldier

Wight enters the battlefield tapped.
Life Drain — Whenever a creature dealt damage by Wight this turn dies, create a tapped 2/2 black Zombie creature token and exile that card.

3/2

316 R
AFR • EN Phil Stone

™ & © 2021 Wizards of the Coast