Psychomancer 1



Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast

Psychomancer 1

Artifact Creature — Necron Wizard

Flying

Harbinger of Despair — Whenever Psychomancer or another nontoken artifact you control is put into a graveyard from the battlefield or is put into exile from the battlefield, target opponent loses 1 life and you gain 1 life.

1/1

051/168 U
40K ★EN ▶ Alex Konstad
© GW
™ & © 2022 Wizards of the Coast