Haunter of Nightveil 3 U B



Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B



Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B



Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B



Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156

Haunter of Nightveil 3 U B

Creature — Spirit

Creatures your opponents control get -1/-0.

The Dimir employ the spirits of Ravnica's ancient, nameless dead, guiding their malevolence toward selected victims.

3/4

Igor Kieryluk

™ & © 2013 Wizards of the Coast 76/156