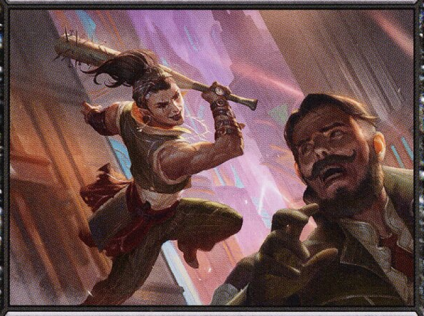
Night Clubber 1💀💀



Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

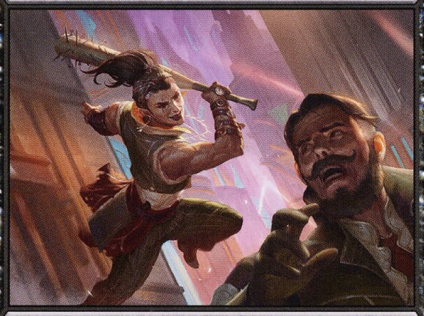
Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀



Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

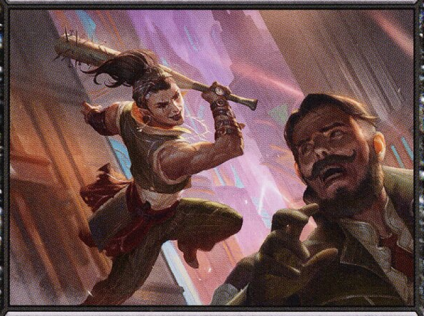
Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀



Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

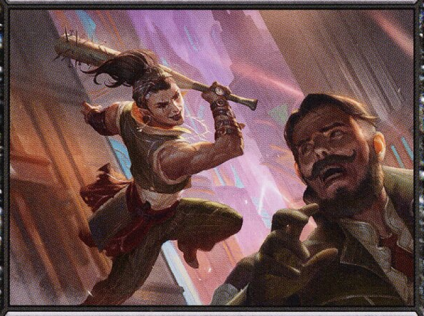
Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀



Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast

Night Clubber 1💀💀

Creature — Human Warrior

When Night Clubber enters the battlefield, creatures your opponents control get -1/-1 until end of turn.

Blitz 2💀 *(If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.)*

2/2

089/281 U
SNC • EN Joshua Raphael

™ & © 2022 Wizards of the Coast