Gnashing of Teeth 1BB



Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast

Gnashing of Teeth 1BB

Sorcery

Choose one —
- Target creature gets -5/-5 until end of turn. If that creature would die this turn, exile it instead.
- Creatures target player controls get -1/-1 until end of turn.

The rage of the wolves was terrible to see, and the commotion they made filled all the forest.

U 0069 ©MEE
HOB • EN Nereida ™ & © 2026 Wizards of the Coast