Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast

Nog, Ambitious Cadet



Legendary Creature — Ferengi Rogue

Menace

1: If Nog is a Rogue, he becomes a Ferengi Scout with base power and toughness 3/4 and gains "Whenever Nog becomes tapped, surveil 2."

3: If Nog is a Scout, he becomes a Ferengi Officer and gains "You may play lands from your graveyard" and "You may play an additional land on each of your turns."

2/2

R 0249
TRK • EN
Darren Tan

© 2026 CBS.
™ & © 2026 Wizards of the Coast