Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1M



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1



Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356

Wight of Precinct Six 1

Creature — Zombie

Wight of Precinct Six gets +1/+1 for each creature card in your opponents' graveyards.

Even the lost and undead need a protector.

Ryan Barger

1/1

™ & © 2013 Wizards of the Coast 100/356