Fear of Change



Enchantment Creature – Nightmare

When this creature enters or dies, exile another creature you control. If you do, conjure a duplicate of a random creature card with mana value X onto the battlefield, where X is 2 plus the exiled creature's mana value.

Maxime Minard

2/3

Fear of Change



Enchantment Creature – Nightmare

When this creature enters or dies, exile another creature you control. If you do, conjure a duplicate of a random creature card with mana value X onto the battlefield, where X is 2 plus the exiled creature's mana value.

Maxime Minard

2/3

Fear of Change



Enchantment Creature – Nightmare

When this creature enters or dies, exile another creature you control. If you do, conjure a duplicate of a random creature card with mana value X onto the battlefield, where X is 2 plus the exiled creature's mana value.

Maxime Minard

2/3

Fear of Change



Enchantment Creature – Nightmare

When this creature enters or dies, exile another creature you control. If you do, conjure a duplicate of a random creature card with mana value X onto the battlefield, where X is 2 plus the exiled creature's mana value.

Maxime Minard

2/3