Gurmag Nightwatch



Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast

Gurmag Nightwatch

Creature — Human Ranger

When this creature enters, look at the top three cards of your library. You may put one of those cards back on top of your library. Put the rest into your graveyard.

"The fishers were probably exaggerating the size of the crocodile they spotted, but maybe they weren't. Let's check it out."

3/3

C 0190
TDM • EN ✒ Nereida

™ & © 2025 Wizards of the Coast