
Lord of the Accursed
2
Creature — Zombie
Other Zombies you control get +1/+1.
1, : All Zombies gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)
The Curse of Wandering leaves only hatred.
2/3
055/136 U
GN3 • EN
Grzegorz Rutkowski
™ & © 2022 Wizards of the Coast


Lord of the Accursed
2
Creature — Zombie
Other Zombies you control get +1/+1.
1, : All Zombies gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)
The Curse of Wandering leaves only hatred.
2/3
055/136 U
GN3 • EN
Grzegorz Rutkowski
™ & © 2022 Wizards of the Coast


Lord of the Accursed
2
Creature — Zombie
Other Zombies you control get +1/+1.
1, : All Zombies gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)
The Curse of Wandering leaves only hatred.
2/3
055/136 U
GN3 • EN
Grzegorz Rutkowski
™ & © 2022 Wizards of the Coast


Lord of the Accursed
2
Creature — Zombie
Other Zombies you control get +1/+1.
1, : All Zombies gain menace until end of turn. (A creature with menace can't be blocked except by two or more creatures.)
The Curse of Wandering leaves only hatred.
2/3
055/136 U
GN3 • EN
Grzegorz Rutkowski
™ & © 2022 Wizards of the Coast