Lord of the Accursed



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

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

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



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

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

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



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

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

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