
Havengul Lich
Creature — Zombie Wizard
1: You may cast target creature card from a graveyard this turn. When you cast that card this turn, Havengul Lich gains all activated abilities of that card until end of turn.
Fusing intelligence with the power of undeath requires inspiration of the darkest kind.
4/4
James Ryman
™ & © 1993–2012 Wizards of the Coast LLC 139/158


Havengul Lich
Creature — Zombie Wizard
1: You may cast target creature card from a graveyard this turn. When you cast that card this turn, Havengul Lich gains all activated abilities of that card until end of turn.
Fusing intelligence with the power of undeath requires inspiration of the darkest kind.
4/4
James Ryman
™ & © 1993–2012 Wizards of the Coast LLC 139/158


Havengul Lich
Creature — Zombie Wizard
1: You may cast target creature card from a graveyard this turn. When you cast that card this turn, Havengul Lich gains all activated abilities of that card until end of turn.
Fusing intelligence with the power of undeath requires inspiration of the darkest kind.
4/4
James Ryman
™ & © 1993–2012 Wizards of the Coast LLC 139/158


Havengul Lich
Creature — Zombie Wizard
1: You may cast target creature card from a graveyard this turn. When you cast that card this turn, Havengul Lich gains all activated abilities of that card until end of turn.
Fusing intelligence with the power of undeath requires inspiration of the darkest kind.
4/4
James Ryman
™ & © 1993–2012 Wizards of the Coast LLC 139/158