Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1

Zombie Cannibal



Creature — Zombie

Whenever Zombie Cannibal deals combat damage to a player, you may remove target card in that player's graveyard from the game.

Nothing is sacred to the undead—not even their own kind.

Illus. Adam Rex
™ & © 1993–2001 Wizards of the Coast, Inc, 169/350
1/1