

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast

No Way Out

2



Sorcery



Target opponent discards two cards. You create a 2/2 black Zombie creature token with decayed. *(It can't block. When it attacks, sacrifice it at end of combat.)*

In the maze-like passages of the Erdwal, a wrong turn can be fatal.

116 DBL • EN SEBASTIAN GIACOBINO

™ & © 2022 Wizards of the Coast