Catapult Fodder 2



Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2



Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2



Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2



Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast

Catapult Fodder 2

Creature — Zombie

At the beginning of combat on your turn, if you control three or more creatures that each have toughness greater than their power, transform Catapult Fodder.

These days, ghouls are the only abundant resource in Thraben. 2/6

1/5

366 U
DBL • EN Jesper Ejsing

™ & © 2022 Wizards of the Coast