

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M 2X2 • EN PAUL BONNER™ & © 2022 Wizards of the Coast

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King

3

Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

274/331 M

2X2 • EN

PAUL BONNER

™ & © 2022 Wizards of the Coast

5/5

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast

Sedris, the Traitor King 3



Legendary Creature — Zombie Warrior

Each creature card in your graveyard has unearth 2. (2: Return the card to the battlefield. The creature gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

He bids his minions rise from their graves to their knees.

5/5

274/331 M  
2X2 • EN PAUL BONNER

™ & © 2022 Wizards of the Coast