Gisa, the Hellraiser



Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast

Gisa, the Hellraiser

Legendary Creature — Human Warlock

Ward—2, Pay 2 life.

Skeletons and Zombies you control get +1/+1 and have menace.

Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. *(Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)*

4/4

M 0089
OTJ • EN ✒ Chris Rahn

™ & © 2024 Wizards of the Coast