Skorpekh Lord 2



Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast

Skorpekh Lord 2

Artifact Creature — Necron Noble

Menace

Command Protocols — Other artifact creatures you control get +1/+0 and have menace.

Unearth 2 (2: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

3/2

058/168 R
40K • EN Adrián Rodríguez Pérez

™ & © 2022 Wizards of the Coast