Gravespawn Sovereign 4



Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4



Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4



Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4



Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3

Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3



Gravespawn Sovereign 4

Creature — Zombie Lord

Tap five untapped Zombies you control: Put target creature card from a graveyard into play under your control.

The Cabal never expected its creations to create servants of their own.

Illus. Adam Rex
™ & © 1993–2002 Wizards of the Coast, Inc. 152/350
3/3