Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast

Dreadhorde Invasion 1



Enchantment

At the beginning of your upkeep, you lose 1 life and amass 1. *(Put a +1/+1 counter on an Army you control. If you don't control one, create a 0/0 black Zombie Army creature token first.)*

Whenever a Zombie token you control with power 6 or greater attacks, it gains lifelink until end of turn.

086/264 R Spotlight: Act I
WAR • EN Stanton Feng

mtgstory.com

™ & © 2019 Wizards of the Coast