Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

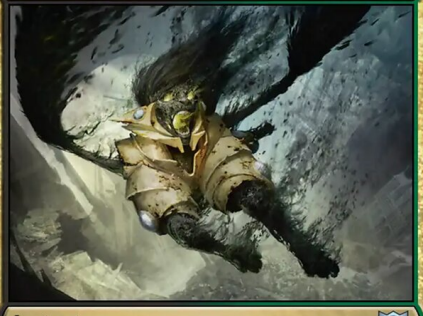
Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

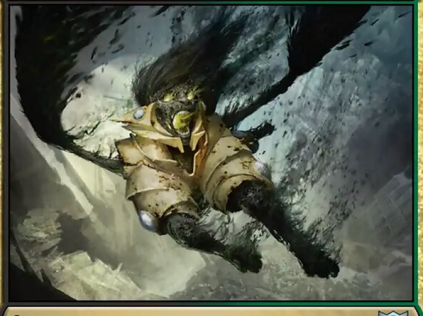
Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

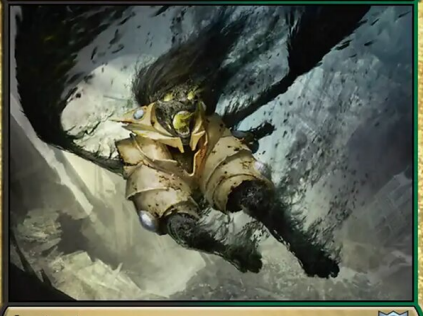
Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

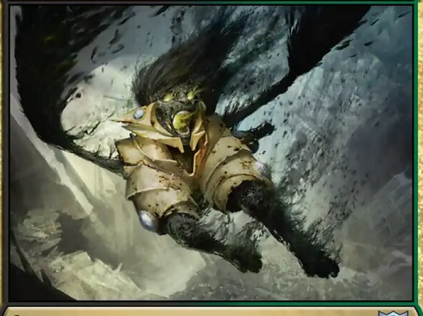
Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

U 0124
EOC • EN ✍ Clint Cearley
™ & © 2025 Wizards of the Coast