Death Baron 1



Creature — Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. *(Any amount of damage they deal to a creature is enough to destroy it.)*

For the necromancer barons, killing and recruitment are one and the same.

2/2

R 0521
FDN • EN Nils Hamm

™ & © 2024 Wizards of the Coast

Death Baron 1

Creature — Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. *(Any amount of damage they deal to a creature is enough to destroy it.)*

For the necromancer barons, killing and recruitment are one and the same.

2/2

R 0521
FDN • EN Nils Hamm

™ & © 2024 Wizards of the Coast

Death Baron 1

Creature — Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. *(Any amount of damage they deal to a creature is enough to destroy it.)*

For the necromancer barons, killing and recruitment are one and the same.

2/2

R 0521
FDN • EN Nils Hamm

™ & © 2024 Wizards of the Coast

Death Baron 1

Creature — Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. *(Any amount of damage they deal to a creature is enough to destroy it.)*

For the necromancer barons, killing and recruitment are one and the same.

2/2

R 0521
FDN • EN Nils Hamm

™ & © 2024 Wizards of the Coast

Death Baron 1

Creature — Zombie Wizard

Skeletons you control and other Zombies you control get +1/+1 and have deathtouch. *(Any amount of damage they deal to a creature is enough to destroy it.)*

For the necromancer barons, killing and recruitment are one and the same.

2/2

R 0521
FDN • EN Nils Hamm

™ & © 2024 Wizards of the Coast