

Death Frenzy

3





Sorcery



All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

*The crocodiles' putrid jaws swallow everything but the screams.*

172/269 U

KTK • EN



STEVE PRESCOTT

™ & © 2014 Wizards of the Coast

Death Frenzy

3





Sorcery



All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

*The crocodiles' putrid jaws swallow everything but the screams.*

172/269 U

KTK • EN



STEVE PRESCOTT

™ & © 2014 Wizards of the Coast

Death Frenzy

3





Sorcery



All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

*The crocodiles' putrid jaws swallow everything but the screams.*

172/269 U

KTK • EN



STEVE PRESCOTT

™ & © 2014 Wizards of the Coast

Death Frenzy

3





Sorcery



All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.

*The crocodiles' putrid jaws swallow everything but the screams.*

172/269 U

KTK • EN



STEVE PRESCOTT

™ & © 2014 Wizards of the Coast