Vault 12: The Necropolis

{4}{B}{B}

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I — Each player gets three rad counters.

II — Create X 2/2 black Zombie Mutant creature tokens, where X is the total number of rad counters among players.

III — Put two +1/+1 counters on each creature you control that's a Zombie or Mutant.



Enchantment — Saga

R 0579
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