Join the Dead

1



Instant

Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.

The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.

C 0110
LCI • EN Olivier Bernard

™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast

Join the Dead
1
Instant
Target creature gets -5/-5 until end of turn.
Descend 4 — That creature gets -10/-10 until end of turn instead if there are four or more permanent cards in your graveyard.
The more creatures that plunge to their deaths in the abyss, the more angry Echoes that arise to drag others down.
C 0110
LCI • EN Olivier Bernard
™ & © 2023 Wizards of the Coast