Hunted Ghoul



Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul



Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul



Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul



Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244

Hunted Ghoul

Creature — Zombie

Hunted Ghoul can't block Humans.

Even after Hanweir was saved, Gisa's lost ghouls would shamble through, still following the twisted orders of their imprisoned master.

Ryan Pancoast

1/2

™ & © 1993–2012 Wizards of the Coast LLC 110/244