Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}



Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast

Putrefy {1}{B/G}{B/G}

Instant

Destroy target artifact or creature. It can't be regenerated.

"All matter, animate or not, rots when exposed to time. We merely speed up the process."
—Ezoc, Golgari rot farmer

123 U
ONC • EN Clint Cearley

™ & © 2023 Wizards of the Coast