

Wakedancer

2



Creature — Human Shaman



Morbid — When Wakedancer enters the battlefield, if a creature died this turn, create a 2/2 black Zombie creature token.

*Havengul wakes are widely regarded as great entertainment. If you're lucky, the guest of honor climbs out of the casket and joins in the festivities.*

128

C

J22 • EN

MILA PESIC

™ & © 2022 Wizards of the Coast

2/2

Wakedancer

2



Creature — Human Shaman



Morbid — When Wakedancer enters the battlefield, if a creature died this turn, create a 2/2 black Zombie creature token.

*Havengul wakes are widely regarded as great entertainment. If you're lucky, the guest of honor climbs out of the casket and joins in the festivities.*

128

C

J22 • EN

MILA PESIC

™ & © 2022 Wizards of the Coast

2/2

Wakedancer

2



Creature — Human Shaman



Morbid — When Wakedancer enters the battlefield, if a creature died this turn, create a 2/2 black Zombie creature token.

*Havengul wakes are widely regarded as great entertainment. If you're lucky, the guest of honor climbs out of the casket and joins in the festivities.*

128

C

J22 • EN

MILA PESIC

™ & © 2022 Wizards of the Coast

2/2

Wakedancer

2



Creature — Human Shaman



Morbid — When Wakedancer enters the battlefield, if a creature died this turn, create a 2/2 black Zombie creature token.

*Havengul wakes are widely regarded as great entertainment. If you're lucky, the guest of honor climbs out of the casket and joins in the festivities.*

128

C

J22 • EN

MILA PESIC

™ & © 2022 Wizards of the Coast

2/2