Balthor the Defiled 2



Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2



Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2



Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2



Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2

Balthor the Defiled 2

Creature — Zombie Dwarf Legend

All Minions get +1/+1.

, Remove Balthor the Defiled from the game: Each player returns all black and all red creature cards from his or her graveyard to play.

He remembers enough of his life to weep for what he has lost.

Illus. Carl Critchlow

™ & © 1993–2002 Wizards of the Coast, Inc. 64/143

2/2