Leshrac's Rite



Enchant Creature

Enchanted creature gains swampwalk. *(If defending player controls any swamps, this creature is unblockable.)*

"Bind me to thee, my soul to thine. I am your servant and your slave. Blood for blood, flesh for flesh, Leshrac, my lord."
—Lim-Dûl, the Necromancer

Illus. Mike Raabe
©1997 Wizards of the Coast, Inc. All rights reserved.

Leshrac's Rite



Enchant Creature

Enchanted creature gains swampwalk. *(If defending player controls any swamps, this creature is unblockable.)*

"Bind me to thee, my soul to thine. I am your servant and your slave. Blood for blood, flesh for flesh, Leshrac, my lord."
—Lim-Dûl, the Necromancer

Illus. Mike Raabe
©1997 Wizards of the Coast, Inc. All rights reserved.

Leshrac's Rite



Enchant Creature

Enchanted creature gains swampwalk. *(If defending player controls any swamps, this creature is unblockable.)*

"Bind me to thee, my soul to thine. I am your servant and your slave. Blood for blood, flesh for flesh, Leshrac, my lord."
—Lim-Dûl, the Necromancer

Illus. Mike Raabe
©1997 Wizards of the Coast, Inc. All rights reserved.

Leshrac's Rite



Enchant Creature

Enchanted creature gains swampwalk. *(If defending player controls any swamps, this creature is unblockable.)*

"Bind me to thee, my soul to thine. I am your servant and your slave. Blood for blood, flesh for flesh, Leshrac, my lord."
—Lim-Dûl, the Necromancer

Illus. Mike Raabe
©1997 Wizards of the Coast, Inc. All rights reserved.