Midnight Ritual



Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual



Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual



Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual



Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383

Midnight Ritual

Sorcery

Remove X target creature cards in your graveyard from the game. For each creature card removed this way, put a 2/2 black Zombie creature token into play.

Bury old friends deeply, lest they return bearing worms.

Jeff Easley

™ & © 1993–2007 Wizards of the Coast, Inc. 158/383