Resurrection 2



Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2



Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2



Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2



Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier

Resurrection 2

Sorcery

Take a creature from your graveyard and put it directly into play. You can't tap it until your next turn.

Illus. © Dan Frazier