Unseal the Necropolis



Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis



Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis



Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis



Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast

Unseal the Necropolis

Instant

Each player mills three cards. Then you return up to two creature cards from your graveyard to your hand. *(To mill three cards, a player puts the top three cards of their library into their graveyard.)*

On Amonkhet, Phyrexia found a ready-made army of horrors waiting for a new master.

C 0128
MOM • EN ► Isis

™ & © 2023 Wizards of the Coast