Dance of the Dead 1⚫



Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.

Dance of the Dead 1⚫

Enchant Dead Creature

Take target creature from any graveyard and put it directly into play under your control, tapped, with +1/+1. Treat that creature as though it were just summoned. The creature does not untap during its controller's untap phase. At the end of his or her upkeep, its controller may pay an additional 1⚫ to untap it. If Dance of the Dead is removed, bury the creature in its owner's graveyard.

Illus. Randy Gallegos

© 1995 Wizards of the Coast, Inc. All rights reserved.