Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350

Cremate



Instant

Remove target card in a graveyard from the game.
Draw a card.
Death's embrace need not be cold.

Illus. Andrew Goldhawk
©1993–2000 Wizards of the Coast, Inc. 96/350