**Séance** 2



**Enchantment**

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2



**Enchantment**

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2



**Enchantment**

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2



**Enchantment**

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast

**Séance** 2

Enchantment

At the beginning of each upkeep, you may exile target creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a Spirit in addition to its other types. Exile it at the beginning of the next end step.

022/249 R
MM3 • EN
David Rapoza

™ & © 2017 Wizards of the Coast