Necromancy 2B



Enchantment V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

©1996 Wizards of the Coast, Inc. All rights reserved.

Necromancy 2B



Enchantment V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

©1996 Wizards of the Coast, Inc. All rights reserved.

Necromancy 2B



Enchantment V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

©1996 Wizards of the Coast, Inc. All rights reserved.

Necromancy 2B



Enchantment V

You may choose to play Necromancy as an instant; if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes into play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Illus. Pete Venters

©1996 Wizards of the Coast, Inc. All rights reserved.