Pull from Eternity



Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301

Pull from Eternity

Instant

Put target face-up card that's removed from the game into its owner's graveyard.

It is best to conquer dragons before they hatch.
—Femeref adage

Ron Spears

™ & © 1993–2006 Wizards of the Coast, Inc. 35/301