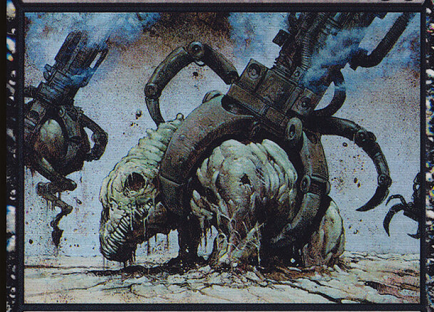
Exhume 1



Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

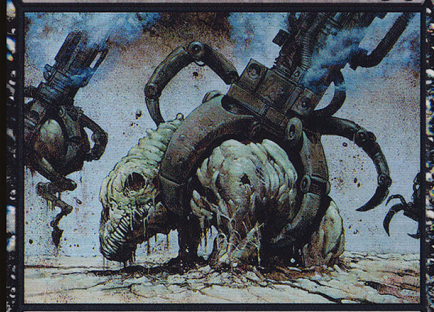
Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1



Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

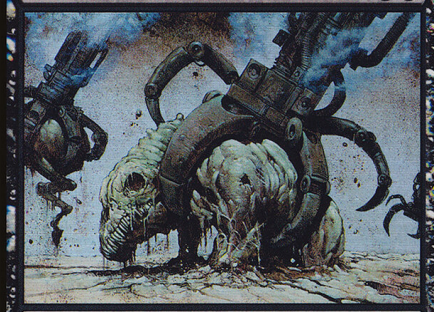
Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1



Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

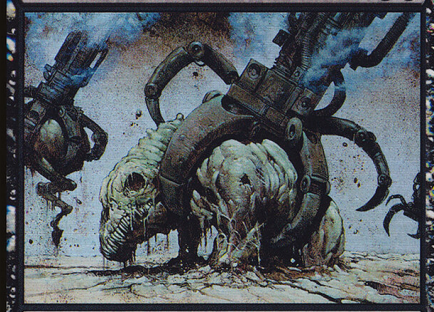
Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1



Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30

Exhume 1

Sorcery

Each player puts a creature card from his or her graveyard onto the battlefield.

"Death—an outmoded concept. We sleep, and we change."
—Sitrik, birth priest

Carl Critchlow

™ & © 1995–2011 Wizards of the Coast LLC 7/30