Cult Conscript



Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript



Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript



Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript



Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast

Cult Conscript

Creature — Skeleton Warrior

Cult Conscript enters the battlefield tapped.

1: Return Cult Conscript from your graveyard to the battlefield. Activate only if a non-Skeleton creature died under your control this turn.

His eternal rest turned out to be more of a quick nap.

2/1

088/281 U
DMU • EN Joe Slucher

™ & © 2022 Wizards of the Coast