Smite the Monstrous 3



Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264

Smite the Monstrous 3

Instant

Destroy target creature with power 4 or greater.

Though the old holy wards and roadside shrines have begun to fail, faith in Avacyn still holds true power.

Jason Felix

™ & © 1993–2011 Wizards of the Coast LLC 33/264