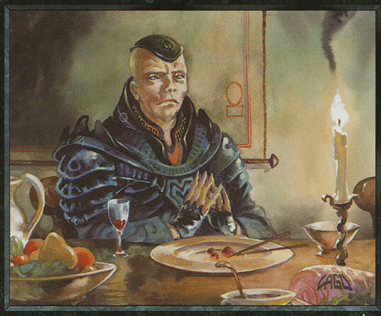
Soul Feast 3



Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

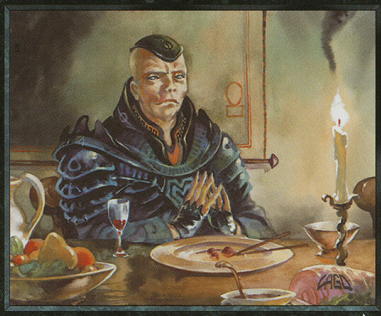
Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3



Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

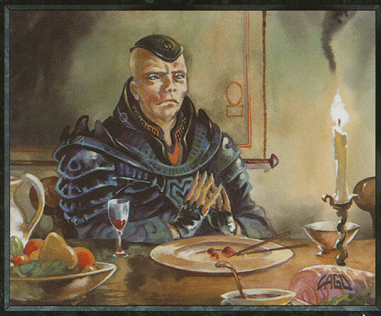
Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3



Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

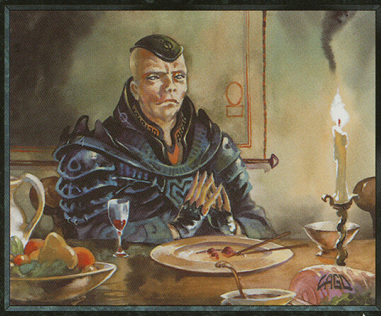
Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3



Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173

Soul Feast 3

Sorcery

Target player loses 4 life. You gain 4 life.

Evil often dines alone.

Illus. Ray Lago

©1993–1999 Wizards of the Coast, Inc. 90/173