Last Gasp 1



Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast

Last Gasp 1

Instant

Target creature gets -3/-3 until end of turn.

Takedowns in Valor's Reach are never meant to be lethal, but that doesn't mean they won't be incredibly painful.

147/254 C
BBD • EN Jason A. Engle
™ & © 2018 Wizards of the Coast