

# Ebony Charm



Instant

*Paul Se*

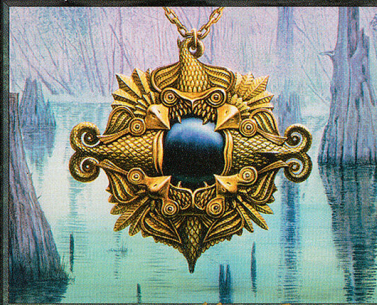
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

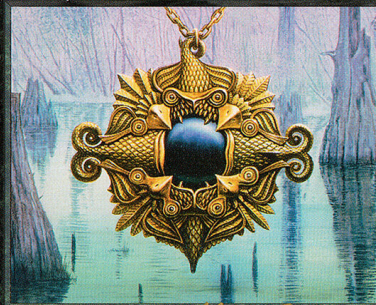
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

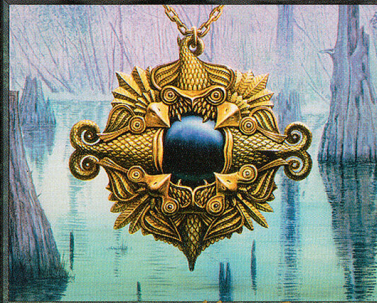
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

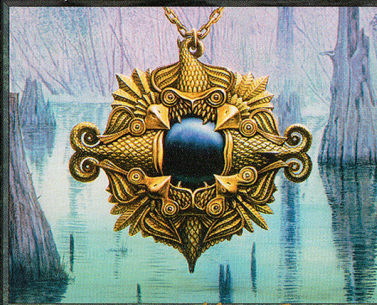
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

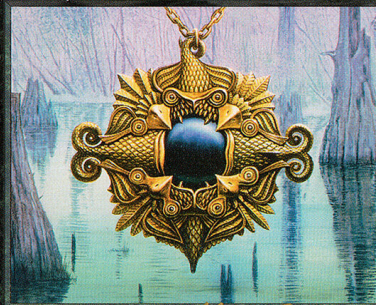
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

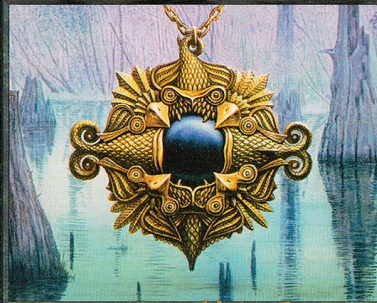
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

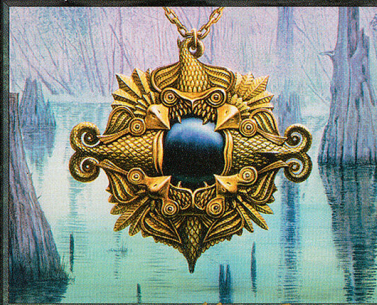
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

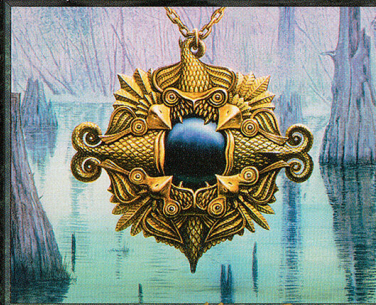
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

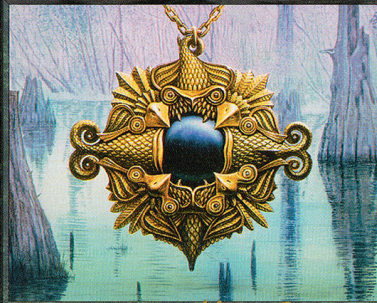
Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul Se*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.



# Ebony Charm



Instant

*Paul S.*

Choose one — Target opponent loses 1 life and you gain 1 life; or remove from the game up to three cards in any player's graveyard; or target creature cannot be blocked this turn except by artifact or black creatures.

Illus. Gerry Grace

© 1996 Wizards of the Coast, Inc. All rights reserved.

