Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.

Nature's Ruin 2G



Sorcery

Destroy all green creatures.
(This includes your green creatures.)

One chill blast—the exhalation of the grave.

Illus. Mike Dringenberg
©1997 Wizards of the Coast, Inc. All rights reserved.