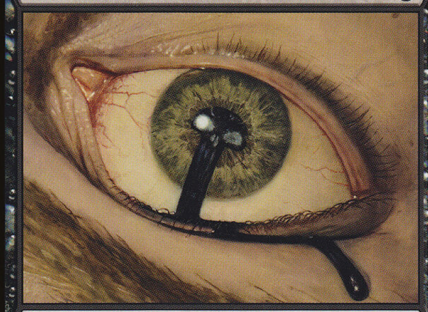
Deathmark



Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249

Deathmark

Sorcery

Destroy target green or white creature.

There are few ways to escape the deathmark: bargaining with a demon, washing in the fabled waters of youth, and of course, death.

Steven Belledin

™ & © 1993–2010 Wizards of the Coast LLC 91/249