Misfortune's Gain 3



Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180

Misfortune's Gain 3

Sorcery

Destroy any one creature. That creature's owner gains 4 life.

The mourning families of commanders and generals were often given land, valuables, or money to compensate for their losses.

Illus. Jiaming

©1993–1999 Wizards of the Coast, Inc. 13/180