Mishra



Character

Double all damage dealt by creatures you control.

Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.

Starting & Max. Hand Size: +0

Starting Life: -3

Illus. Anson Maddocks

™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra



Character

Double all damage dealt by creatures you control.

Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.

Starting & Max. Hand Size: +0

Starting Life: -3

Illus. Anson Maddocks

™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra



Character

Double all damage dealt by creatures you control.

Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.

Starting & Max. Hand Size: +0

Starting Life: -3

Illus. Anson Maddocks

™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra



Character

Double all damage dealt by creatures you control.

Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.

Starting & Max. Hand Size: +0

Starting Life: -3

Illus. Anson Maddocks

™ and © 1993–1999 Wizards of the Coast, Inc.

Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.
Mishra
Character
Double all damage dealt by creatures you control.
Both complement and antithesis to his older brother Urza, Mishra also mastered the intricacies of artifice. It was Mishra's strength that first gave rise to the massive Phyrexian war engines on Dominaria, and it was his weakness that pushed him, Urza, and Dominaria itself to the point of annihilation.
Starting & Max. Hand Size: +0
Starting Life: -3
Illus. Anson Maddocks
™ and © 1993–1999 Wizards of the Coast, Inc.