Pestilence 2



Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.

Pestilence 2

Enchantment

At end of turn, if there are no creatures in play, sacrifice Pestilence.
: Pestilence deals 1 damage to each creature and each player.

Illus. Pete Venters
©1993–1999 Wizards of the Coast, Inc.