Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.

Ghostly Flame



Enchantment

Both black and red permanents and spells are considered colorless sources of damage.
"Walk slowly when in the nether world, and seek that which calls."
—Lim-Dûl, the Necromancer

Illus. Randy Gallegos
© 1995 Wizards of the Coast, Inc. All rights reserved.