Blood Feud 4



Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4



Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4



Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4



Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158

Blood Feud 4

Sorcery

Target creature fights another target creature. *(Each deals damage equal to its power to the other.)*

Succession is a matter of blood, and by blood it is often decided.

Winona Nelson

™ & © 1993-2012 Wizards of the Coast LLC 83/158