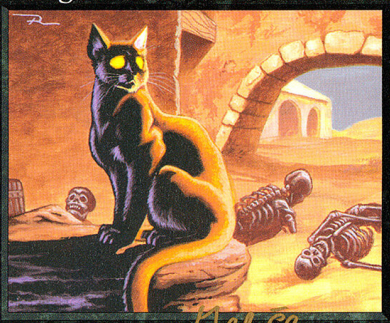
Contagion 3



Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

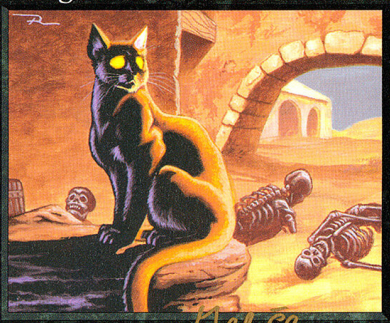
Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3



Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

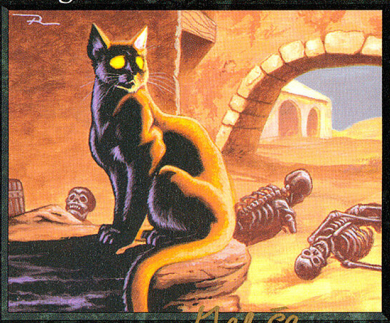
Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3



Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

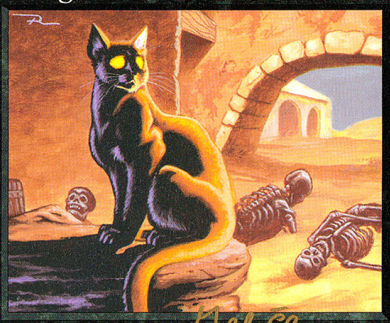
Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3



Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.

Contagion 3

Instant

You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two –2/–1 counters, distributed any way you choose, on any number of target creatures.

Illus. Mike Raabe

© 1996 Wizards of the Coast, Inc. All rights reserved.