Winds of Rath 3



Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.

Winds of Rath 3

Sorcery

Destroy all creatures with no enchantments on them. Those creatures cannot be regenerated this turn.

"There shall be a vast shout and then a vaster silence."
—*Oracle* en-*Vec*

Illus. Drew Tucker
©1997 Wizards of the Coast, Inc.