
Misfortune
1
Sorcery
Target opponent chooses one: you put a +1/+1 counter on each creature you control and gain 4 life; or you put a –1/–1 counter on each creature that opponent controls and Misfortune deals 4 damage to him or her.
Illus. Ron Spencer
© 1996 Wizards of the Coast, Inc. All rights reserved.