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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.

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.