## Fumigate



Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

*"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."*
*—Sram, senior edificer*

015/264 R
KLD • EN Svetlin Velinov

™ & © 2016 Wizards of the Coast


## Fumigate

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

*"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."*
*—Sram, senior edificer*

015/264 R
KLD • EN Svetlin Velinov

™ & © 2016 Wizards of the Coast

## Fumigate

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

*"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."*
*—Sram, senior edificer*

015/264 R
KLD • EN Svetlin Velinov

™ & © 2016 Wizards of the Coast

## Fumigate

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

*"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."*
*—Sram, senior edificer*

015/264 R
KLD • EN Svetlin Velinov

™ & © 2016 Wizards of the Coast

## Fumigate

Sorcery

Destroy all creatures. You gain 1 life for each creature destroyed this way.

*"Ghirapur's gremlin population poses a threat to the infrastructure of the fairgrounds. Threats must be eliminated."*
*—Sram, senior edificer*

015/264 R
KLD • EN Svetlin Velinov

™ & © 2016 Wizards of the Coast