Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.

Desperate Gambit



Instant

Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, double the damage dealt by a source you control. Otherwise, prevent all damage from that source.

Illus. Pete Venters

©1997 Wizards of the Coast, Inc. All rights reserved.