Spoils of Evil 2⊗



Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗



Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗



Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗



Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.

Spoils of Evil 2⊗

Interrupt

For each artifact or creature in target opponent's graveyard, add one colorless mana to your mana pool and gain 1 life.
"Virtue has its rewards, as does its opposite."
—Lim-Dûl, the Necromancer

Illus. Quinton Hoover
© 1995 Wizards of the Coast, Inc. All rights reserved.