Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143

Chastise 3



Instant

Destroy target attacking creature. You gain life equal to its power.

"Why do we pray to the Ancestor? Because She listens."
—Mystic elder

Illus. Carl Critchlow
™ & © 1993–2002 Wizards of the Coast, Inc. 8/143