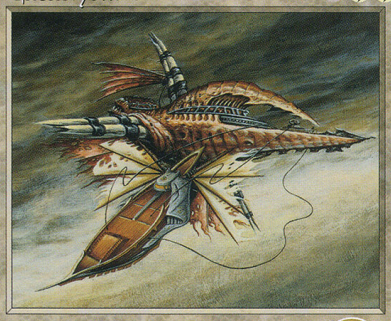
Cataclysm 2



Sorcery

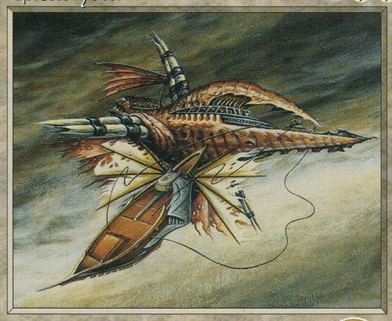
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

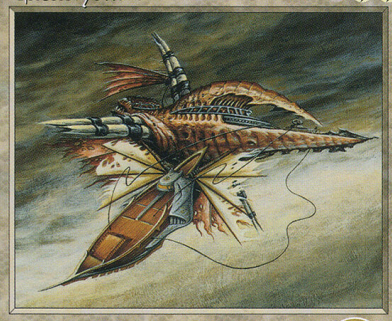
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

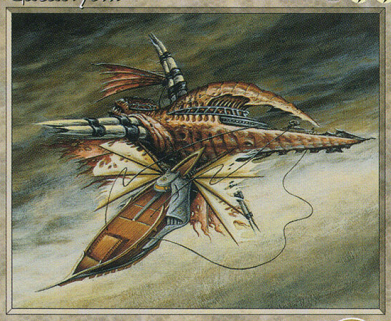
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

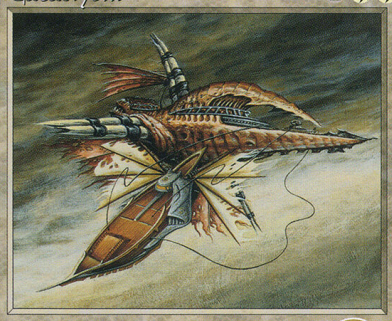
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

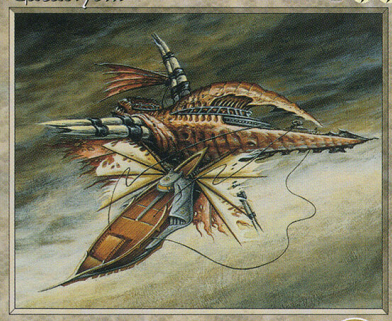
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

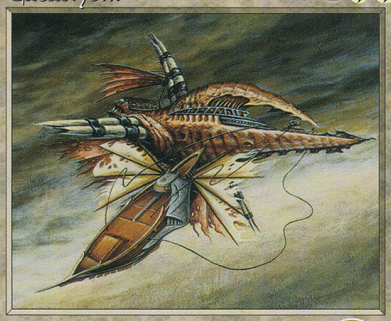
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

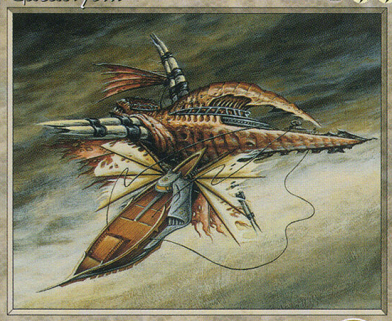
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

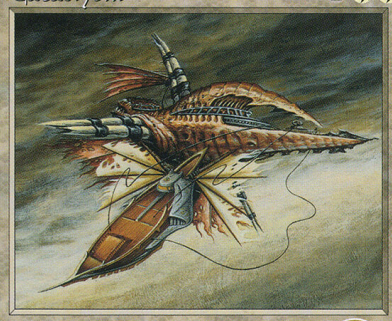
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

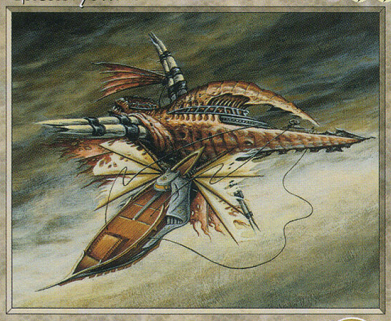
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

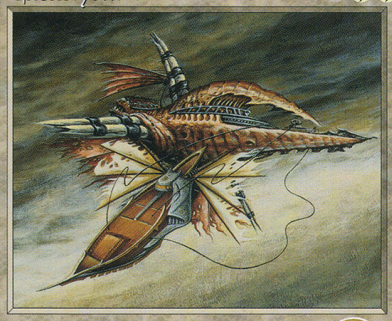
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

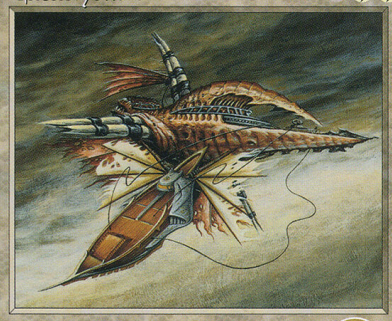
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

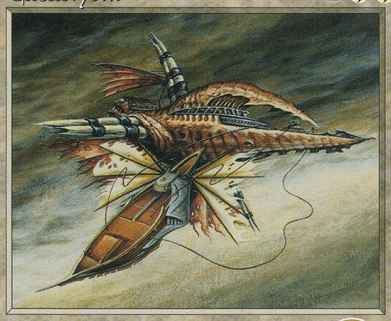
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

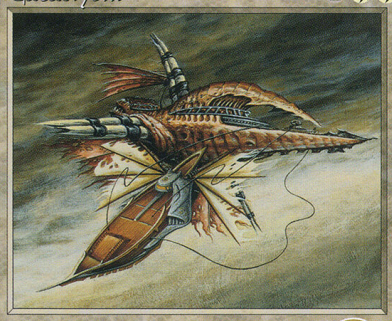
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

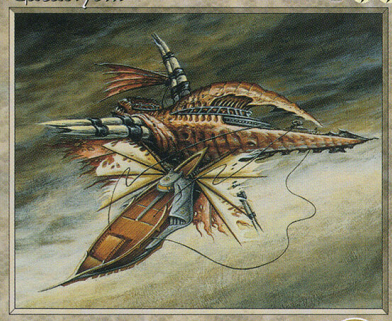
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

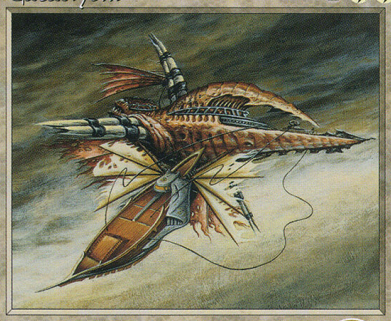
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

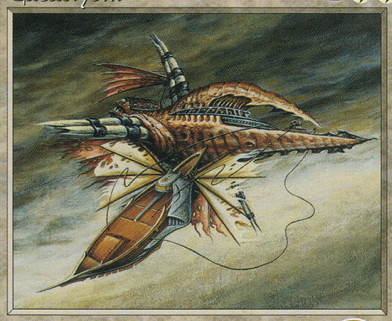
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

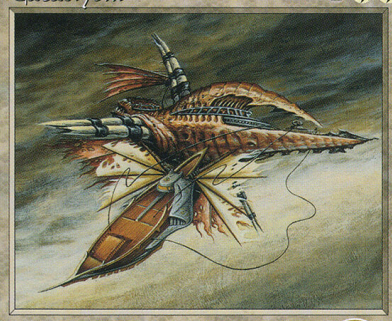
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

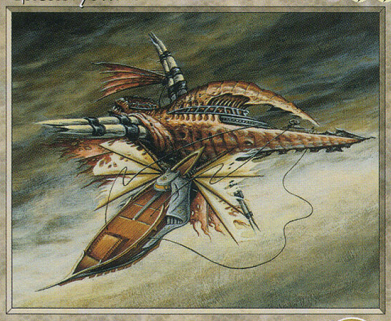
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

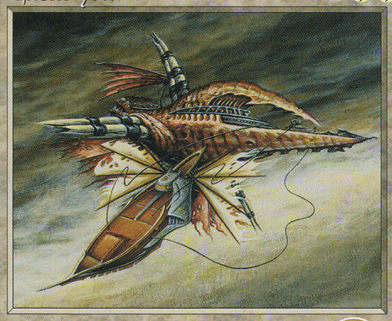
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

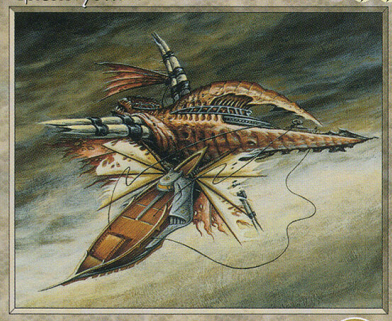
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

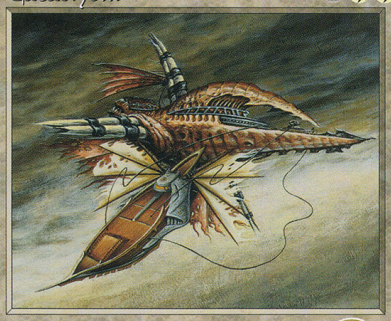
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

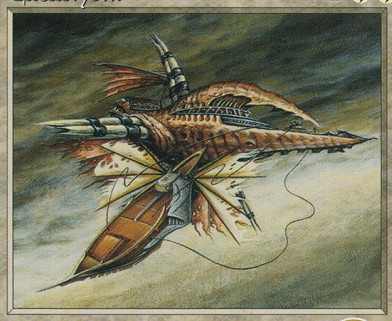
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

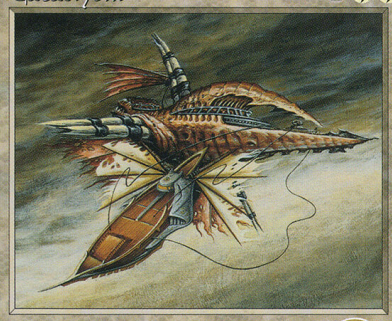
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

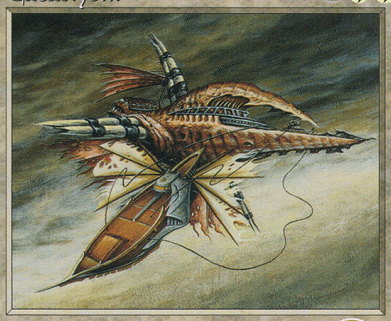
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

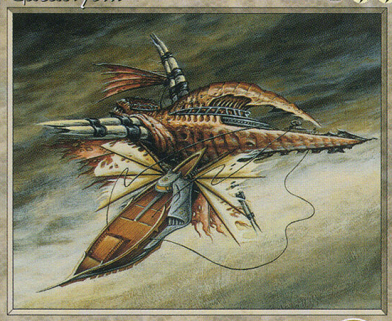
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

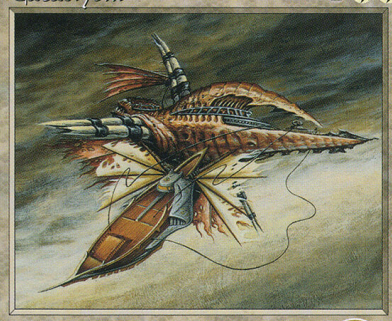
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

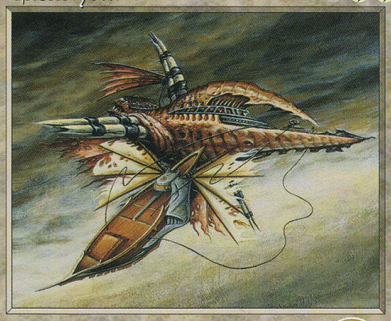
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

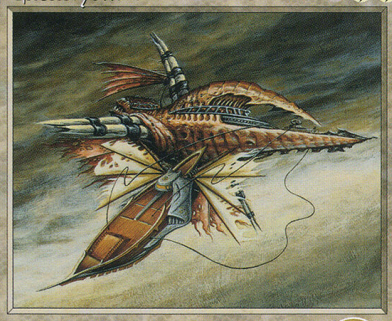
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

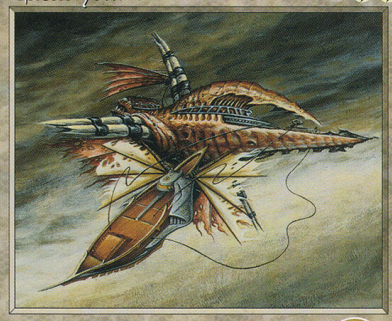
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

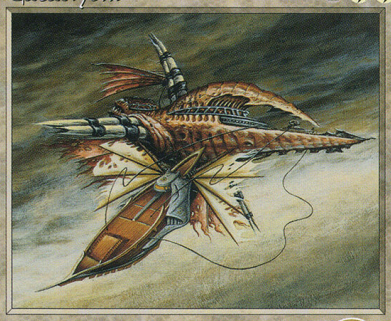
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

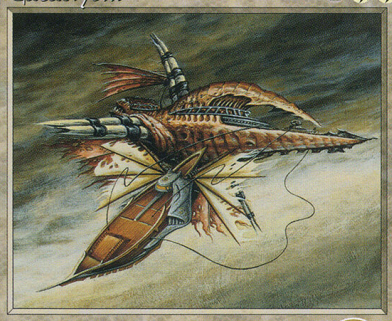
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

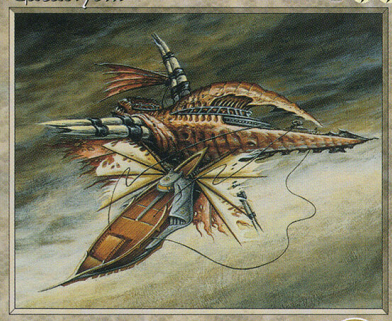
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

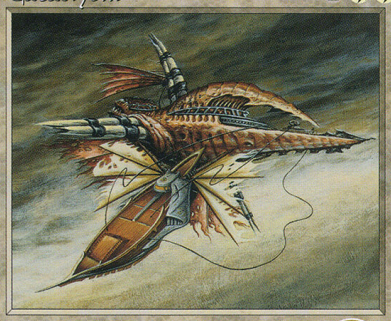
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

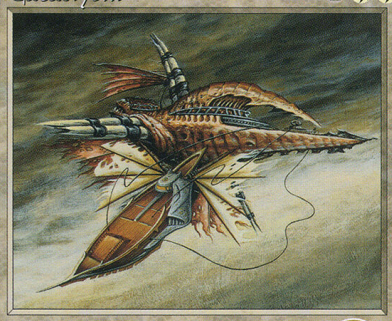
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

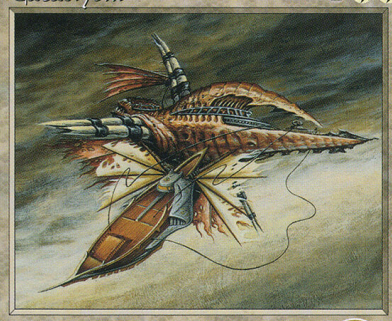
Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143

Cataclysm 2



Sorcery

Each player chooses from the permanents he or she controls an artifact, a creature, an enchantment, and a land and sacrifices the rest.

The Weatherlight *dragged the* Predator *behind it, the cradle hauling the casket.*

Illus. Jim Nelson

©1993–1998 Wizards of the Coast, Inc. 3/143