Massacre 2



Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143

Massacre 2

Sorcery

If an opponent controls a plains and you control a swamp, you may play Massacre without paying its mana cost.

All creatures get -2/-2 until end of turn.

Illus. Pete Venters

©1993–2000 Wizards of the Coast, Inc. 58/143