harsh Justice 2



Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2



Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2



Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2



Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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

harsh Justice 2

Sorcery

Play Harsh Justice only after you're attacked, before you declare interceptors.

This turn, each attacking creature that damages you also deals equal damage to the attacking player.

Illus. John Coulthart

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