Arcane Denial 1U



Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U



Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U



Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U



Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.

Arcane Denial 1U

Interrupt

Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep.
Draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson
© 1996 Wizards of the Coast, Inc. All rights reserved.