Evincar's Justice 2BB



Sorcery

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*

Evincar's Justice deals 2 damage to each creature and player.

Illus. Hannibal King

©1997 Wizards of the Coast, Inc.

Evincar's Justice 2BB



Sorcery

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*

Evincar's Justice deals 2 damage to each creature and player.

Illus. Hannibal King

©1997 Wizards of the Coast, Inc.

Evincar's Justice 2BB



Sorcery

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*

Evincar's Justice deals 2 damage to each creature and player.

Illus. Hannibal King

©1997 Wizards of the Coast, Inc.

Evincar's Justice 2BB



Sorcery

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*

Evincar's Justice deals 2 damage to each creature and player.

Illus. Hannibal King

©1997 Wizards of the Coast, Inc.