Zap 2



Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350

Zap 2

Instant

Zap deals 1 damage to target creature or player.

Draw a card.

*"All this time I thought Squee was useless," chuckled Sisay. "Who knew he'd be such a good shot?"*

Illus. John Matson

©1993–2000 Wizards of the Coast, Inc. 180/350