Dispense Justice 2W



Instant

Target player sacrifices an attacking creature.

Metalcraft — That player sacrifices two attacking creatures instead if you control three or more artifacts.

The Accorders never strike first, but they always strike back.

Austin Hsu

™ & © 1993–2010 Wizards of the Coast LLC 5/249

Dispense Justice 2W

Instant

Target player sacrifices an attacking creature.

Metalcraft — That player sacrifices two attacking creatures instead if you control three or more artifacts.

The Accorders never strike first, but they always strike back.

Austin Hsu

™ & © 1993–2010 Wizards of the Coast LLC 5/249

Dispense Justice 2W

Instant

Target player sacrifices an attacking creature.

Metalcraft — That player sacrifices two attacking creatures instead if you control three or more artifacts.

The Accorders never strike first, but they always strike back.

Austin Hsu

™ & © 1993–2010 Wizards of the Coast LLC 5/249

Dispense Justice 2W

Instant

Target player sacrifices an attacking creature.

Metalcraft — That player sacrifices two attacking creatures instead if you control three or more artifacts.

The Accorders never strike first, but they always strike back.

Austin Hsu

™ & © 1993–2010 Wizards of the Coast LLC 5/249