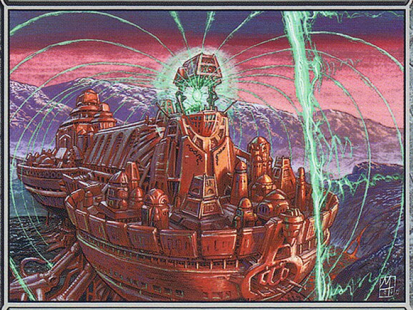
Defense Grid 2



Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

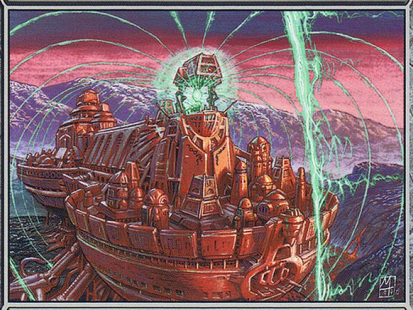
During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2



Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

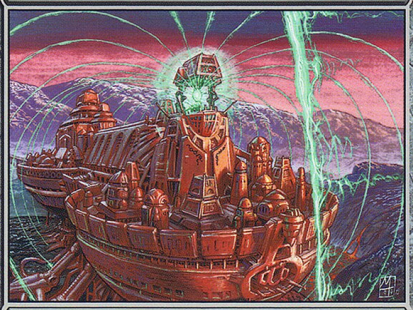
During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2



Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

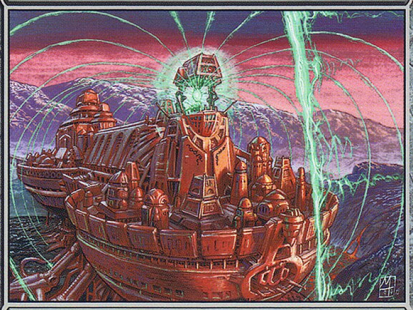
During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2



Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350

Defense Grid 2

Artifact

During each player's turn, each other player's spells cost 3 more to play.

It lights up the sky, beckoning enemies only to repel them.

—Mark Tedin

™ & © 1993–2005 Wizards of the Coast, Inc. 293/350