Divine Intervention 6



Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6



Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6



Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6



Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber

Divine Intervention 6

Enchantment

Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from Divine Intervention, the game is over and considered a draw.

Illus. © 1994 Amy Weber