Arcane Denial 1U



Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U



Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U



Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U



Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195

Arcane Denial 1U

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.

You draw a card at the beginning of the next turn's upkeep.

Illus. Richard Kane Ferguson

™ & © 1993-2007 Wizards of the Coast LLC 31/195