Eye for an Eye



Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole

Eye for an Eye

Localized Image Not Available FR

Instant

Can be cast only when a creature, spell, or effect does damage to you. Eye for an Eye does an equal amount of damage to the controller of that creature, spell, or effect. If some spell or effect reduces the amount of damage you receive, it does not reduce the damage dealt by Eye for an Eye.

Illus. © Mark Poole