Zur's Weirding 3



Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3



Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3



Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3



Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.

Zur's Weirding 3

Enchantment

All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Liz Danforth

© 1995 Wizards of the Coast, Inc. All rights reserved.