Pyromancer's Swath 2R



Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R



Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R



Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R



Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180

Pyromancer's Swath 2R

Enchantment

If an instant or sorcery source you control would deal damage to a creature or player, it deals that much damage plus 2 to that creature or player instead.

At end of turn, discard your hand.

Hideaki Takamura

™ & © 1993–2007 Wizards of the Coast, Inc. 104/180