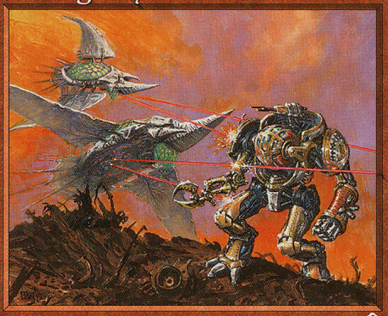
Searing Rays 2R



Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

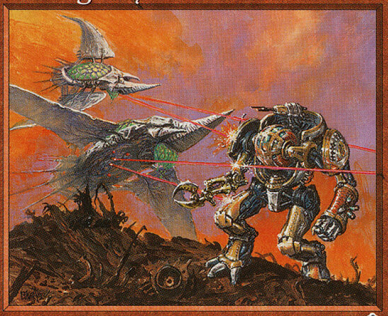
"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R



Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

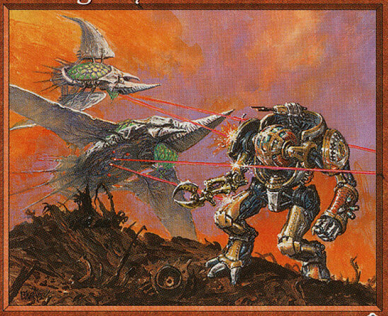
"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R



Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

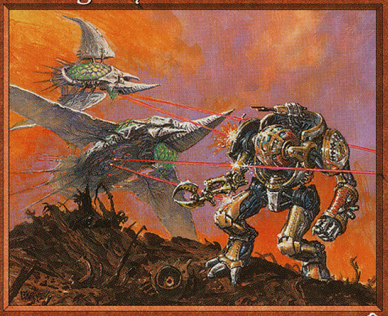
"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R



Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350

Searing Rays 2R

Sorcery

Choose a color. Searing Rays deals damage to each player equal to the number of creatures of that color that player controls.

"This is a battle of pawns, for the highest stakes imaginable."

—Urza

Illus. Doug Chaffee

©1993–2000 Wizards of the Coast, Inc. 165/350