Retribution 2RR



Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR



Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR



Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR



Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245

Retribution 2RR

Sorcery

Choose two target creatures an opponent controls. That player chooses and sacrifices one of those creatures. Put a -1/-1 counter on the other.

Illus. Mark Tedin

™ & © 1993-2008 Wizards of the Coast LLC 148/245