Tariff 1



Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350

Tariff 1

Sorcery

Each player chooses a creature with the highest converted mana cost he or she controls, then pays mana equal to that cost or sacrifices that creature.

Illus. Key Walker

©1993-1999 Wizards of the Coast, Inc. 47/350