Crush the Weak



Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast

Crush the Weak

Sorcery

Crush the Weak deals 2 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

Foretell {2}{R} *(During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

128/285 U
KHM • EN
Lucas Graciano

™ & © 2021 Wizards of the Coast