

Piercing Rays

1



Sorcery

Exile target tapped creature.
Forecast — 2, Reveal Piercing Rays from your hand: Tap target untapped creature. (Activate this ability only during your upkeep and only once each turn.)
The forecast calls for pain.

024/303 C
MH2 • EN • BRYAN SOLA

™ & © 2021 Wizards of the Coast

Piercing Rays

1



Sorcery

Exile target tapped creature.
Forecast — 2, Reveal Piercing Rays from your hand: Tap target untapped creature. (Activate this ability only during your upkeep and only once each turn.)
The forecast calls for pain.

024/303 C
MH2 • EN • BRYAN SOLA

™ & © 2021 Wizards of the Coast

Piercing Rays

1



Sorcery

Exile target tapped creature.
Forecast — 2, Reveal Piercing Rays from your hand: Tap target untapped creature. (Activate this ability only during your upkeep and only once each turn.)
The forecast calls for pain.

024/303 C
MH2 • EN • BRYAN SOLA

™ & © 2021 Wizards of the Coast

Piercing Rays

1



Sorcery

Exile target tapped creature.
Forecast — 2, Reveal Piercing Rays from your hand: Tap target untapped creature. (Activate this ability only during your upkeep and only once each turn.)
The forecast calls for pain.

024/303 C
MH2 • EN • BRYAN SOLA

™ & © 2021 Wizards of the Coast