Harsh Scrutiny



Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny



Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny



Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny



Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast

Harsh Scrutiny

Sorcery

Target opponent reveals his or her hand. You choose a creature card from it. That player discards that card. Scry 1.

"If you've done nothing wrong, you have nothing to fear."
—Enforcer-Chief Ranaj

085/264 U
KLD • EN ✒ Vincent Proce

™ & © 2016 Wizards of the Coast