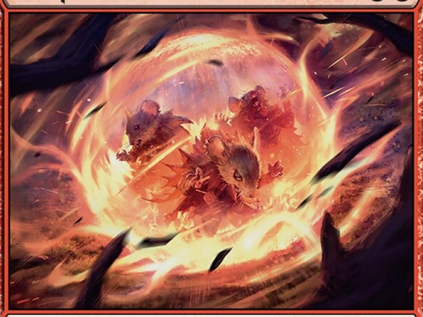
Blasphemous Act



Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

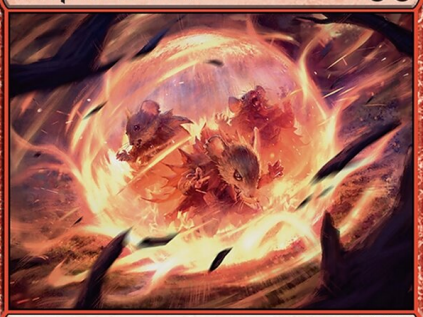
Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act



Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

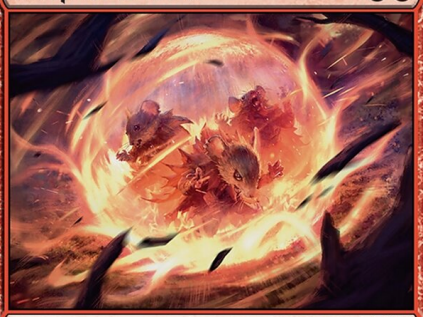
Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act



Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

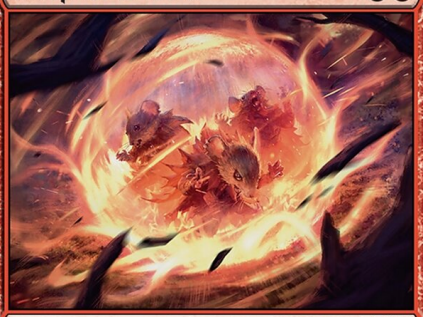
Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act



Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast

Blasphemous Act

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.

Blasphemous Act deals 13 damage to each creature.

In the early days of Valley, desperate animalfolk harnessed the power of Calamity Beasts in ways that destroyed more than defended.

R 0207
TDC • EN Justine Cruz

™ & © 2025 Wizards of the Coast