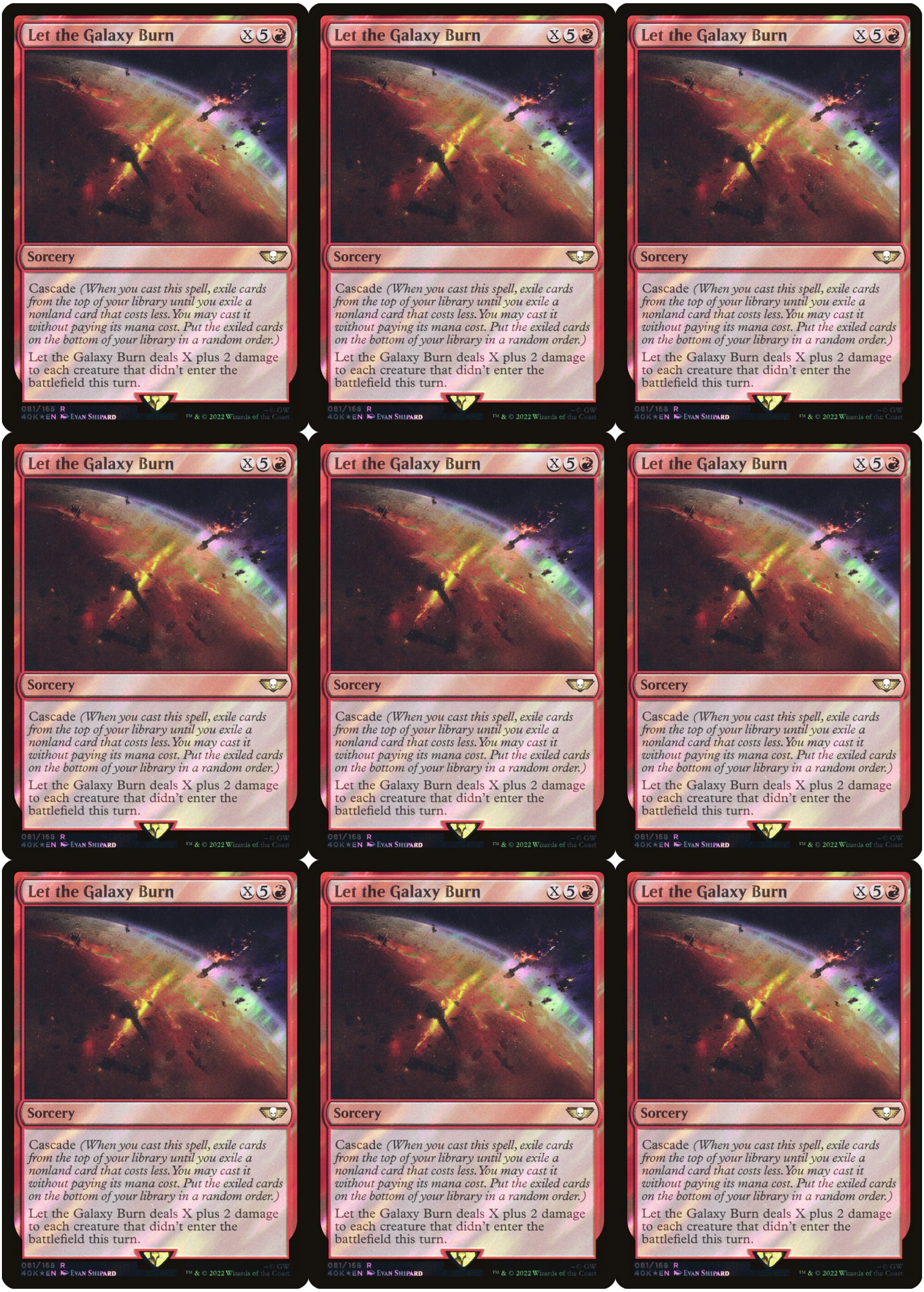
Let the Galaxy Burn
X 5
Sorcery
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order.)
Let the Galaxy Burn deals X plus 2 damage to each creature that didn't enter the battlefield this turn.
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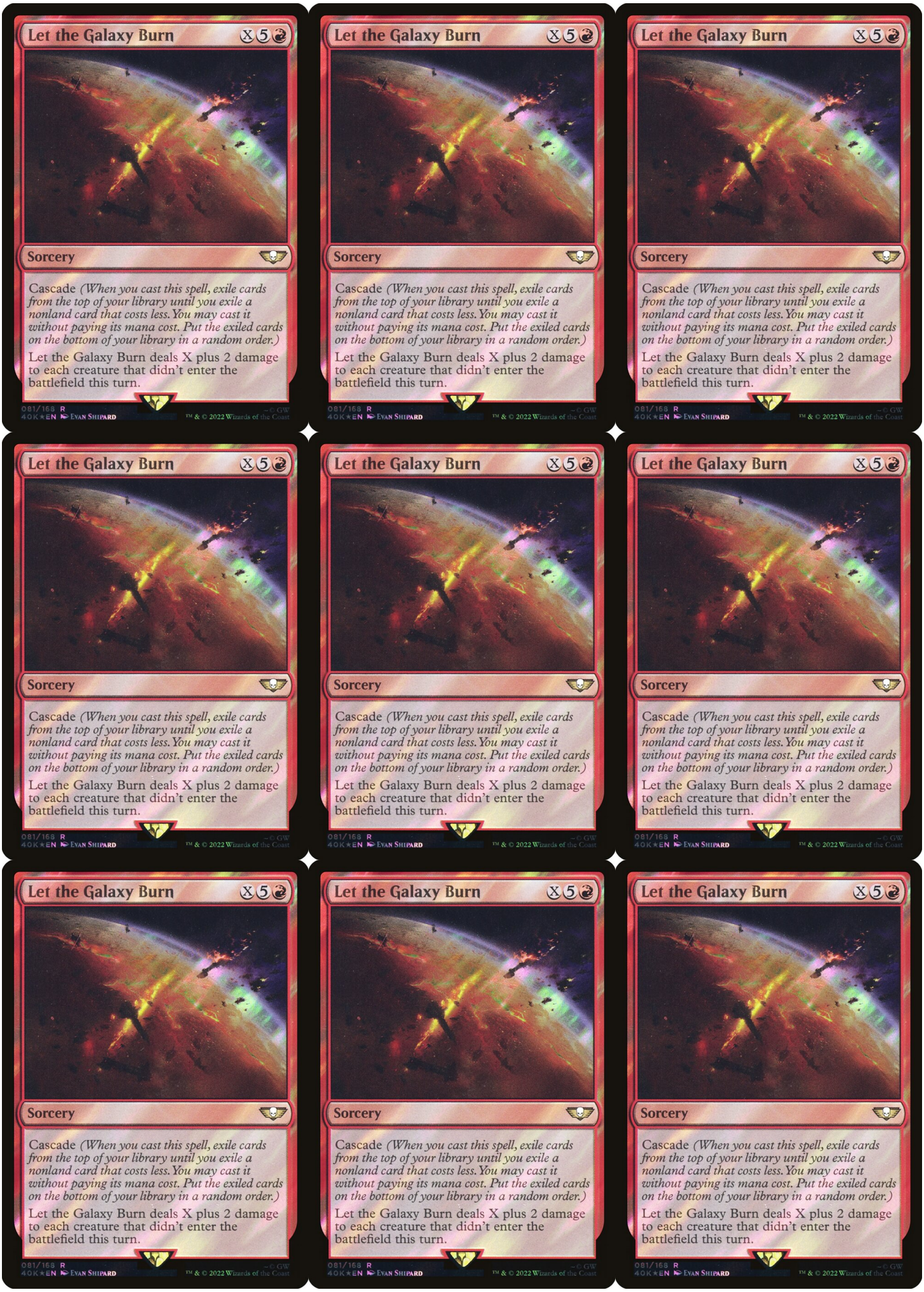
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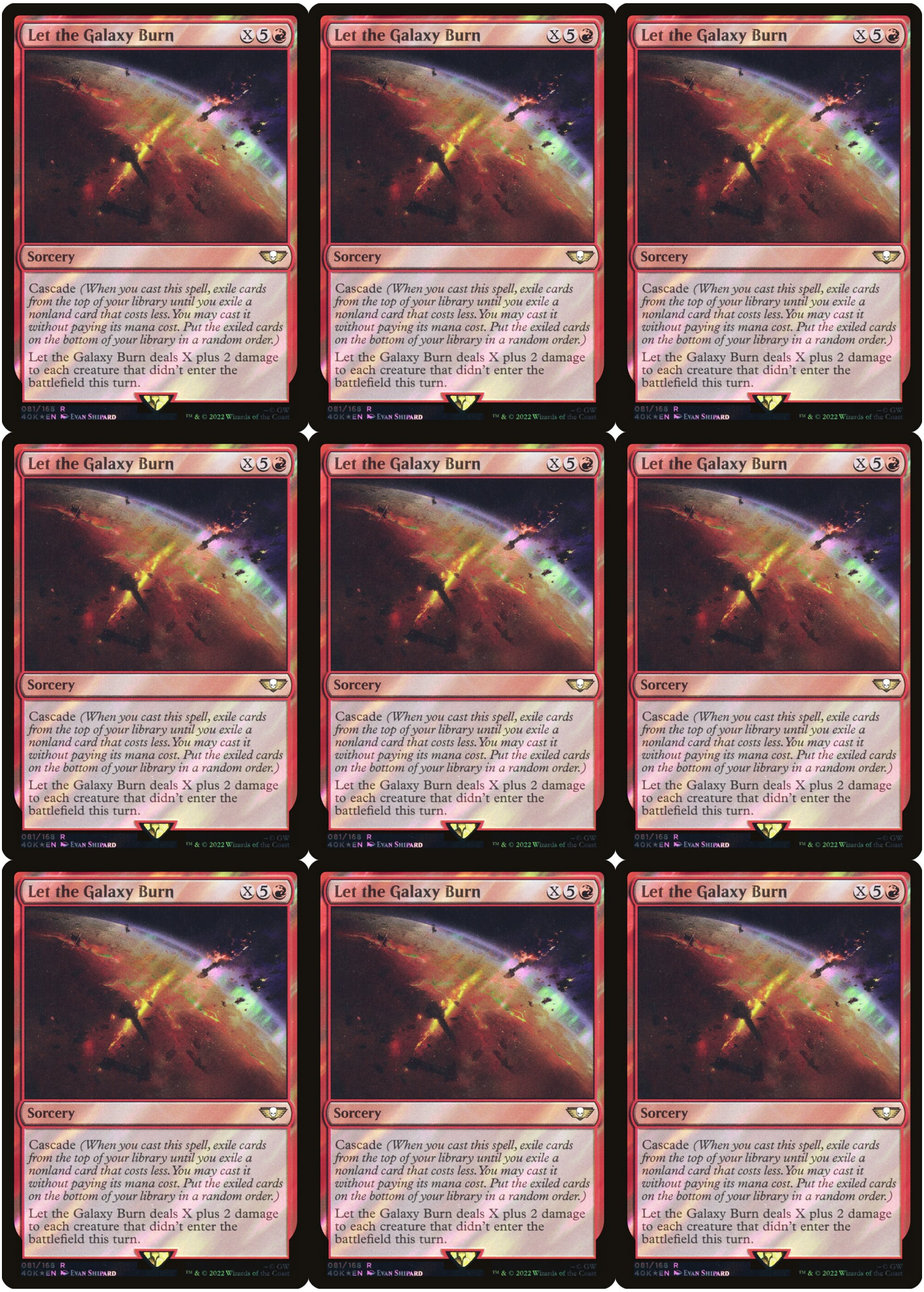
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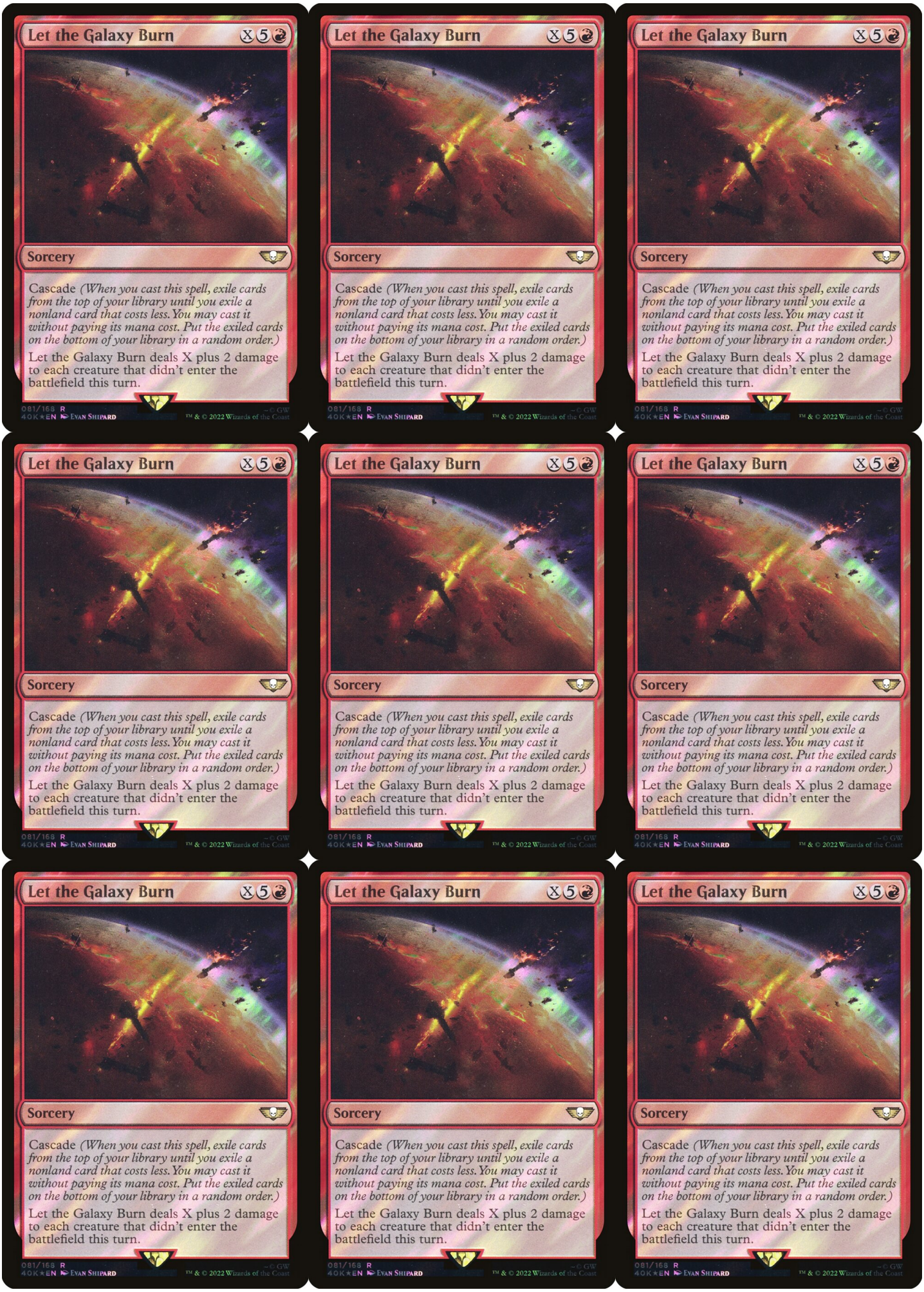
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