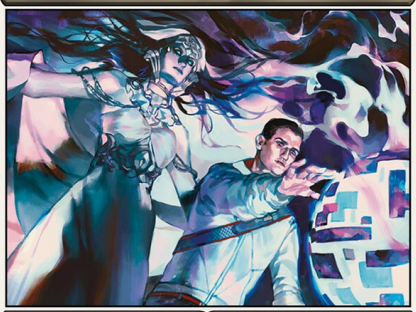
What Must Be Done

3 ❋❋



Sorcery

Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.

R 0184
ACR ★ EN Syd Mills

© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

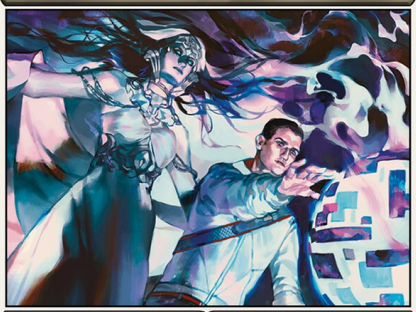
What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done

3 ❋❋



Sorcery

Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.

R 0184
ACR ★ EN Syd Mills

© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

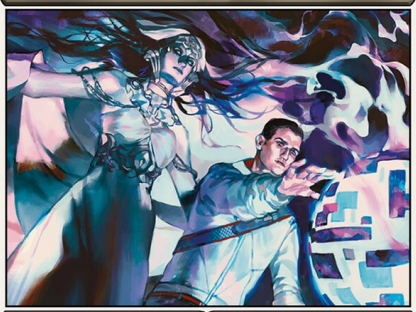
What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done

3 ❋❋



Sorcery

Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.

R 0184
ACR ★ EN Syd Mills

© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

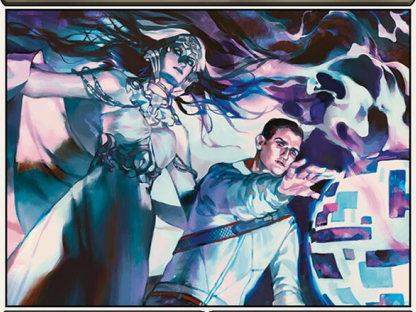
What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done

3 ❋❋



Sorcery

Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.

R 0184
ACR ★ EN Syd Mills

© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast

What Must Be Done 3 ❋❋
Sorcery
Choose one —
- *Let the World Burn* — Destroy all artifacts and creatures.
- *Release Juno* — Return target historic permanent card from your graveyard to the battlefield. It enters with two additional +1/+1 counters on it if it's a creature.
R 0184
ACR ★ EN Syd Mills
© Ubisoft
™ & © 2024 Wizards of the Coast