Chain Reaction



Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction



Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction



Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction



Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast

Chain Reaction

Sorcery

Chain Reaction deals X damage to each creature, where X is the number of creatures on the battlefield.

"We train for the improbable, like lightning striking the same place twice, or striking everywhere at once."
—Nundari, Sea Gate militia captain

103 R
NEC • EN
Trevor Claxton

™ & © 2022 Wizards of the Coast