Mercadia's Downfall 2R



Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

With an explosion that shook the foundation of the city, the Weatherlight *burst from the underground hangar.*

Illus. Pete Venters

©1993–1999 Wizards of the Coast, Inc. 205/350

Mercadia's Downfall 2R



Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

With an explosion that shook the foundation of the city, the Weatherlight *burst from the underground hangar.*

Illus. Pete Venters

©1993–1999 Wizards of the Coast, Inc. 205/350

Mercadia's Downfall 2R



Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

With an explosion that shook the foundation of the city, the Weatherlight *burst from the underground hangar.*

Illus. Pete Venters

©1993–1999 Wizards of the Coast, Inc. 205/350

Mercadia's Downfall 2R



Instant

Attacking creatures get +X/+0 until end of turn, where X is the number of nonbasic lands defending player controls.

With an explosion that shook the foundation of the city, the Weatherlight *burst from the underground hangar.*

Illus. Pete Venters

©1993–1999 Wizards of the Coast, Inc. 205/350