Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}



Instant

Counter target spell unless its controller pays {3}.

Rubble {2}



Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps

Reduce {2}{U}

Instant

Counter target spell unless its controller pays {3}.

Rubble {2}

Sorcery

Aftermath *(Cast this spell only from your graveyard. Then exile it.)*
Up to three target lands don't untap during their controller's next untap step.

™ & © 2017 Wizards of the Coast

216/269 U
AKH • EN
Eric Deschamps