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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 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

161 R
C21 • EN Trevor Claxton

™ & © 2021 Wizards of the Coast