

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

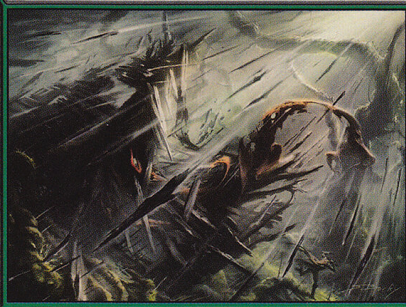
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

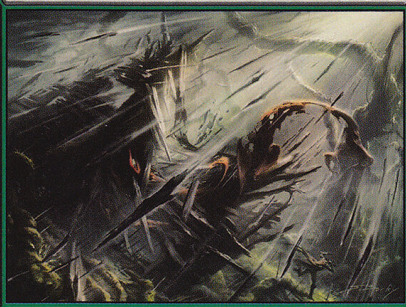
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

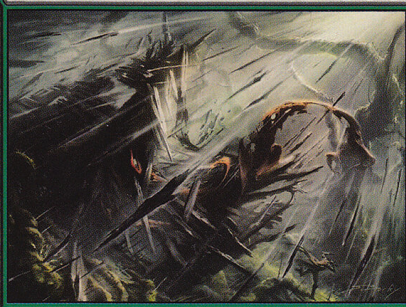
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

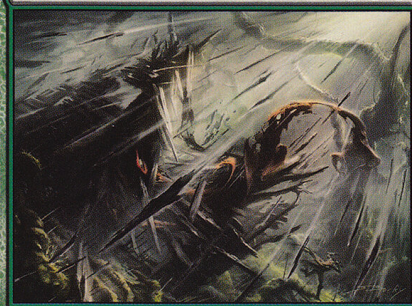
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

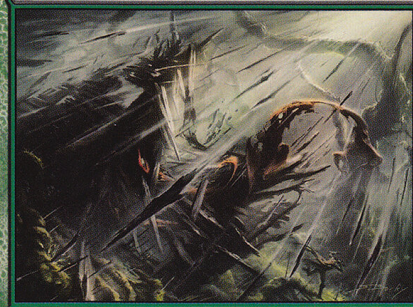
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

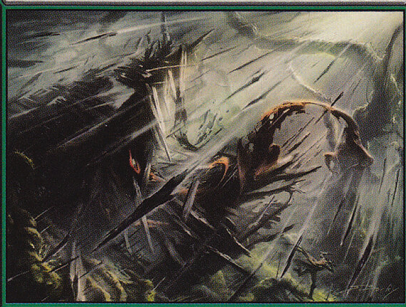
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

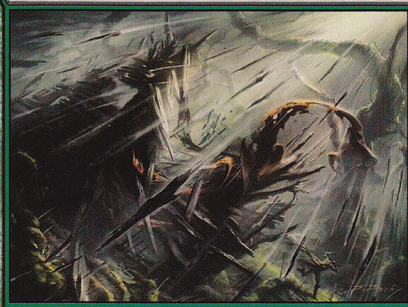
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

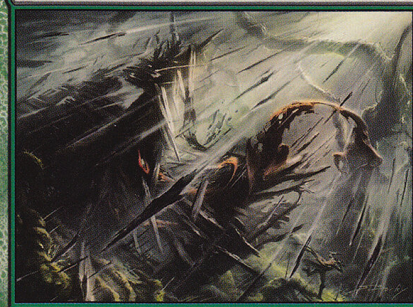
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

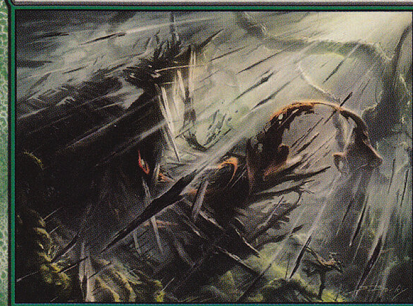
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

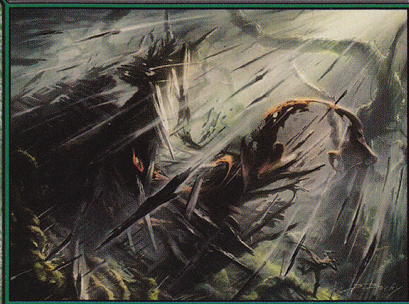
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

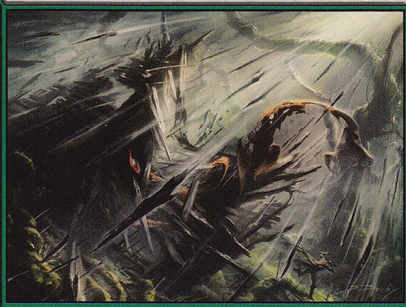
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

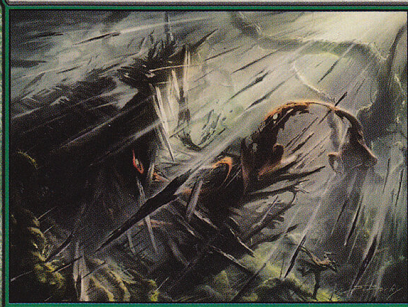
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

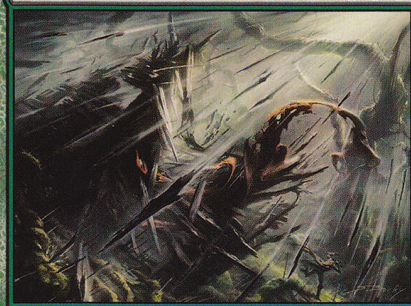
When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356

Rain of Thorns

4



Sorcery



Choose one or more — Destroy target artifact; destroy target enchantment; and/or destroy target land.

When the forests became havens for evil, the archmages devised new ways to cleanse the wilds.

— Sam Burley

TM & © 2013 Wizards of the Coast 163/356