Decommission 2



Instant

Destroy target artifact or enchantment.

Revolt — If a permanent you controlled left the battlefield this turn, you gain 3 life.

"A key weakness in the design is its vulnerability to repeated, forceful blows."

016/184 C
AER • EN Josh Hass
™ & © 2017 Wizards of the Coast

Decommission 2



Instant

Destroy target artifact or enchantment.

Revolt — If a permanent you controlled left the battlefield this turn, you gain 3 life.

"A key weakness in the design is its vulnerability to repeated, forceful blows."

016/184 C
AER • EN Josh Hass
™ & © 2017 Wizards of the Coast

Decommission 2



Instant

Destroy target artifact or enchantment.

Revolt — If a permanent you controlled left the battlefield this turn, you gain 3 life.

"A key weakness in the design is its vulnerability to repeated, forceful blows."

016/184 C
AER • EN Josh Hass
™ & © 2017 Wizards of the Coast

Decommission 2



Instant

Destroy target artifact or enchantment.

Revolt — If a permanent you controlled left the battlefield this turn, you gain 3 life.

"A key weakness in the design is its vulnerability to repeated, forceful blows."

016/184 C
AER • EN Josh Hass
™ & © 2017 Wizards of the Coast