World at War



Sorcery

After the second main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

R 0456
TRC • EN ✒ Evan Shipard
© 2026 CBS.
™ & © 2026 Wizards of the Coast

World at War

Sorcery

After the second main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

R 0456
TRC • EN ✒ Evan Shipard
© 2026 CBS.
™ & © 2026 Wizards of the Coast

World at War

Sorcery

After the second main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

R 0456
TRC • EN ✒ Evan Shipard
© 2026 CBS.
™ & © 2026 Wizards of the Coast

World at War

Sorcery

After the second main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

R 0456
TRC • EN ✒ Evan Shipard
© 2026 CBS.
™ & © 2026 Wizards of the Coast

World at War

Sorcery

After the second main phase this turn, there's an additional combat phase followed by an additional main phase. At the beginning of that combat, untap all creatures that attacked this turn.

Rebound *(If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)*

R 0456
TRC • EN ✒ Evan Shipard
© 2026 CBS.
™ & © 2026 Wizards of the Coast