## 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 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*

R 0092
ECC • EN
Trevor Claxton

™ & © 2026 Wizards of the Coast