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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244

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

™ & © 1993-2012 Wizards of the Coast LLC 190/244