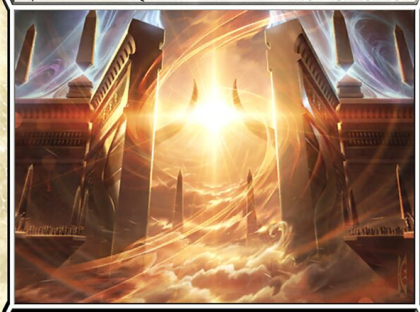
Hour of Revelation 3✱✱✱

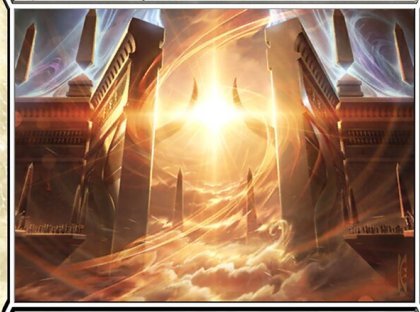


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

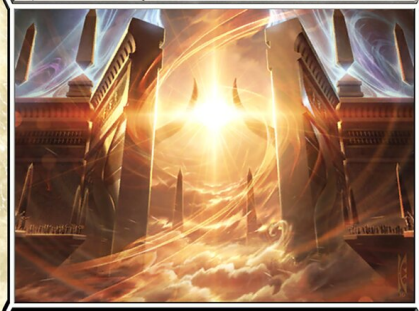


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

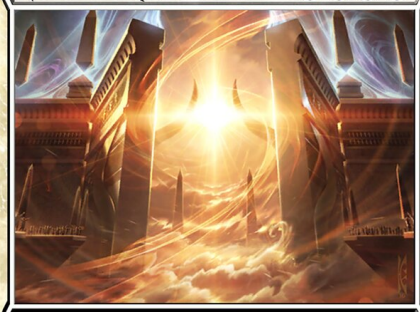


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

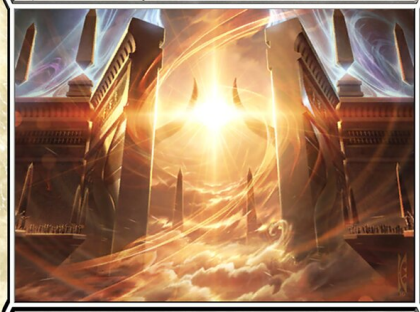


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

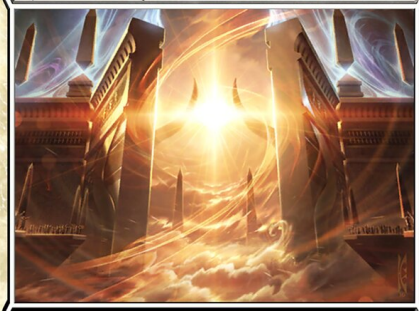


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

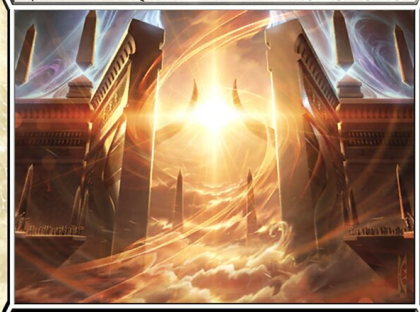


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

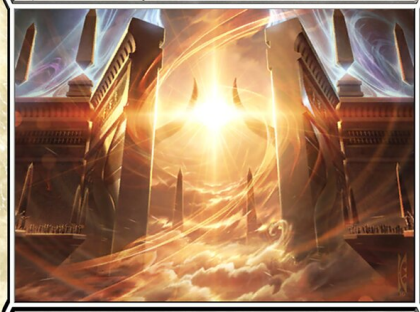


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

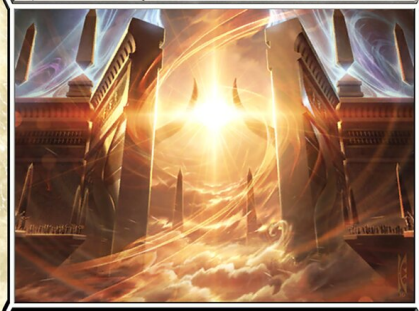


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

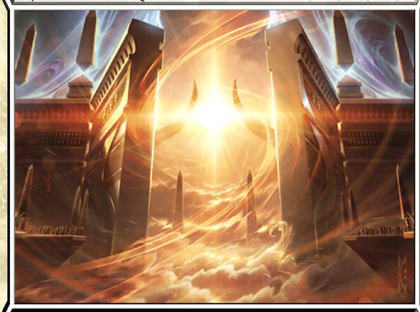


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

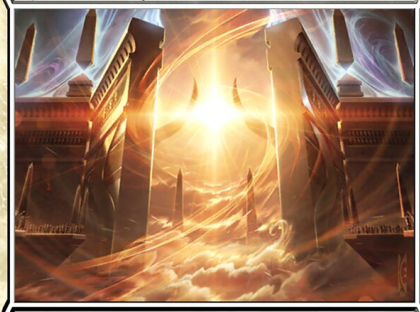


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱

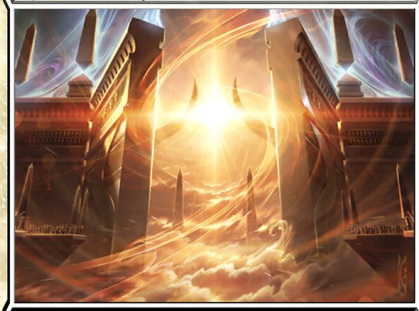


Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland

Hour of Revelation 3✱✱✱



Sorcery

This spell costs ③ less to cast if there are ten or more nonland permanents on the battlefield.
Destroy all nonland permanents.

Raymond Swanland