Light Up the Night



Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night



Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night



Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night



Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast

Light Up the Night

Sorcery

Light Up the Night deals X damage to any target. It deals X plus 1 damage instead if that target is a creature or planeswalker.

Flashback—{3}{R}, Remove X loyalty counters from among planeswalkers you control. If you cast this spell this way, X can't be 0. *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

146 R
DBL • EN Wei Wei

™ & © 2022 Wizards of the Coast