Mythos of Snapdax



Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast

Mythos of Snapdax

Sorcery

Each player chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. If {B}{G} was spent to cast this spell, you choose the permanents for each player instead.

317 R
IKO • EN Seb McKinnon

™ & © 2020 Wizards of the Coast