Duneblast 4 ⚫ 💀 🌳



Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳



Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳



Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳



Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast

Duneblast 4 ⚫ 💀 🌳

Sorcery

Choose up to one creature. Destroy the rest.

The Abzan turn to this spell only as a last resort, for its inevitable result is what they most dread: to be alone.

148 R
DMC • EN ✎ Ryan Alexander Lee

™ & © 2022 Wizards of the Coast