Incendiary Command



Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301

Incendiary Command

Sorcery

Choose two — Incendiary Command deals 4 damage to target player; or Incendiary Command deals 2 damage to each creature; or destroy target nonbasic land; or each player discards all the cards in his or her hand, then draws that many cards.

Wayne England

™ & © 1993-2007 Wizards of the Coast, Inc. 179/301