Nuclear Fallout



Sorcery

Each creature gets twice -X/-X until end of turn. Each player gets X rad counters.

The end of the world occurred as predicted: too many humans, not enough space or resources to go around. The details are trivial and pointless. The reasons, as always, purely human ones.

R 0575
PIP ★ EN ✒ Jason Rainville
©2024 BSW
™ & © 2024 Wizards of the Coast

Nuclear Fallout



Sorcery

Each creature gets twice -X/-X until end of turn. Each player gets X rad counters.

The end of the world occurred as predicted: too many humans, not enough space or resources to go around. The details are trivial and pointless. The reasons, as always, purely human ones.

R 0575
PIP ★ EN ✒ Jason Rainville
©2024 BSW
™ & © 2024 Wizards of the Coast

Nuclear Fallout



Sorcery

Each creature gets twice -X/-X until end of turn. Each player gets X rad counters.

The end of the world occurred as predicted: too many humans, not enough space or resources to go around. The details are trivial and pointless. The reasons, as always, purely human ones.

R 0575
PIP ★ EN ✒ Jason Rainville
©2024 BSW
™ & © 2024 Wizards of the Coast

Nuclear Fallout



Sorcery

Each creature gets twice -X/-X until end of turn. Each player gets X rad counters.

The end of the world occurred as predicted: too many humans, not enough space or resources to go around. The details are trivial and pointless. The reasons, as always, purely human ones.

R 0575
PIP ★ EN ✒ Jason Rainville
©2024 BSW
™ & © 2024 Wizards of the Coast