
Ill-Timed Explosion 2
Sorcery
Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.
Only too late did the Agency custodians realize the device had not been inactive—it was just waiting for the right trigger.
R 0207
MKM • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast


Ill-Timed Explosion 2
Sorcery
Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.
Only too late did the Agency custodians realize the device had not been inactive—it was just waiting for the right trigger.
R 0207
MKM • EN
Aaron J. Riley
™ & © 2024 Wizards of the Coast