Witherbloom Command



Sorcery

Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

248/275 R
STX • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast

Witherbloom Command



Sorcery

Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

248/275 R
STX • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast

Witherbloom Command



Sorcery

Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

248/275 R
STX • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast

Witherbloom Command



Sorcery

Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.

248/275 R
STX • EN
Dmitry Burmak

™ & © 2021 Wizards of the Coast

Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast
Witherbloom Command
Sorcery
Choose two —
- Target player mills three cards, then you return a land card from your graveyard to your hand.
- Destroy target noncreature, nonland permanent with mana value 2 or less.
- Target creature gets -3/-1 until end of turn.
- Target opponent loses 2 life and you gain 2 life.
248/275 R
STX • EN
Dmitry Burmak
™ & © 2021 Wizards of the Coast