
Rise of the Deathbringer
Choose one —
• Draw cards equal to the greatest power among creatures you control. You lose life equal to the number of cards drawn this way.
• All creatures get -3/-3 until end of turn.
R 0454
FRA ★EN
Kieran Yanner
™ & © 2026 Wizards of the Coast


Rise of the Deathbringer
Choose one —
• Draw cards equal to the greatest power among creatures you control. You lose life equal to the number of cards drawn this way.
• All creatures get -3/-3 until end of turn.
R 0454
FRA ★EN
Kieran Yanner
™ & © 2026 Wizards of the Coast


Rise of the Deathbringer
Choose one —
• Draw cards equal to the greatest power among creatures you control. You lose life equal to the number of cards drawn this way.
• All creatures get -3/-3 until end of turn.
R 0454
FRA ★EN
Kieran Yanner
™ & © 2026 Wizards of the Coast


Rise of the Deathbringer
Choose one —
• Draw cards equal to the greatest power among creatures you control. You lose life equal to the number of cards drawn this way.
• All creatures get -3/-3 until end of turn.
R 0454
FRA ★EN
Kieran Yanner
™ & © 2026 Wizards of the Coast