Wrecking Ball 2BR



Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318

Wrecking Ball 2BR

Instant

Destroy target creature or land.

Rakdos festivals almost leave enough rubble in their wake to hide the bodies.

Ron Spears

™ & © 1993–2011 Wizards of the Coast LLC 238/318