Last Stand



Sorcery

Target opponent loses 2 life for each Swamp you control. Last Stand deals damage to target creature equal to the number of Mountains you control. Create a 1/1 green Saproling creature token for each Forest you control. You gain 2 life for each Plains you control. Draw a card for each Island you control, then discard that many cards.

100/156 R
PCA • EN Ron Spencer

™ & © 2016 Wizards of the Coast