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| <div><div>Artist's Talent</div><div><div>1</div><div>R</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Artist's Talent</div><div><div>1</div><div>R</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bloodstained Mire</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div><div>Bloodstained Mire</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            |
| <div><div>Bloodstained Mire</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      | <div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                           | <div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div> <div>Instant -- Arcane</div> <div>Add {R}{R}{R}.<br/>Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Desperate Ritual</b> <span>1R</span> </div> <hr/> <div> Instant -- Arcane </div> <hr/> <div> Add {R}{R}{R}.<br/> Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                  | <div> <b>Elegant Parlor</b> </div> <hr/> <div> Land -- Mountain Plains </div> <hr/> <div> ({T}: Add {R} or {W}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elegant Parlor</b> </div> <hr/> <div> Land -- Mountain Plains </div> <hr/> <div> ({T}: Add {R} or {W}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                            | <div> <b>Glimpse the Impossible</b> <span>2R</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Glimpse the Impossible</b> <span>2R</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Grapeshot</b> <span>1R</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> Grapeshot deals 1 damage to any target.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>        | <div> <b>Highway Robbery</b> <span>1R</span> </div> <hr/> <div> Sorcery </div> <hr/> <div> You may discard a card or sacrifice a land. If you do, draw two cards. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Manamorphose</b> <span>1R/G</span> </div> <hr/> <div> Instant </div> <hr/> <div> Add two mana in any combination of colors.<br/> Draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                      |
| <div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Mountain</div><div></div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div><div>Past in Flames</div><div>3R</div></div><div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Past in Flames<div>3R</div></div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Past in Flames<div>3R</div></div><div>Sorcery</div><div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyretic Ritual<div>1R</div></div><div>Instant</div><div>Add {R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div><div>Pyretic Ritual<div>1R</div></div><div>Instant</div><div>Add {R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div><div>Pyretic Ritual<div>1R</div></div><div>Instant</div><div>Add {R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div>Pyretic Ritual<div>1R</div></div><div>Instant</div><div>Add {R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div>Ral, Monsoon Mage<div>1R</div></div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast.<br/>Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.</div><div>1/3</div><div>----- BACK FACE -----</div><div><div>Ral, Leyline Prodigy</div><div>Legendary Planeswalker -- Ral</div><div>Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.<br/>[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.<br/>[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.<br/>[-8]: Exile the top eight cards of your library. You may</div><div>L 2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ral, Monsoon Mage<div>1R</div></div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast.<br/>Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.</div><div>1/3</div><div>----- BACK FACE -----</div><div><div>Ral, Leyline Prodigy</div><div>Legendary Planeswalker -- Ral</div><div>Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.<br/>[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.<br/>[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.<br/>[-8]: Exile the top eight cards of your library. You may</div><div>L 2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Playtest cards - Anaxkoraz - Modern (Modern League)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div>Ruby Medallion②</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div>Ruby Medallion②</div><div>Artifact</div><div>Red spells you cast cost {1} less to cast.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |
| <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strike It RichⓇ</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Strike It Rich</div><div>R</div></div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Valakut Awakening</div><div>2R</div></div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div><div>--- BACK FACE ---</div><div><div>Valakut Stoneforge</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Valakut Awakening</div><div>2R</div></div><div>Instant</div><div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div><div>--- BACK FACE ---</div><div><div>Valakut Stoneforge</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wish</div><div>2R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    |
| <div><div><div>Wish</div><div>2R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div><div>Wish</div><div>2R</div></div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                               | <div><div><div>Wooded Foothills</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div><div><div>Wooded Foothills</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |
| <div><div><div>Blood Moon</div><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Blood Moon</div><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Brotherhood's End</div><div>1RR</div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brotherhood's End</div><div>1RR</div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Brotherhood's End</div><div>①②③</div></div> <div>Sorcery</div> <div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div><div>Empty the Warrens</div><div>③②</div></div> <div>Sorcery</div> <div>Create two 1/1 red Goblin creature tokens.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div><div>Galvanic Relay</div><div>②②</div></div> <div>Sorcery</div> <div>Exile the top card of your library. During your next turn, you may play that card.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div><div>Grapeshot</div><div>①②</div></div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Orim's Chant</div><div>②</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Orim's Chant</div><div>②</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Past in Flames</div><div>③②</div></div> <div>Sorcery</div> <div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Ending</div><div>①②</div></div> <div>Sorcery</div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |

## Prismatic Ending



## Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sideboard]

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## Prismatic Ending



Sorcery

```
Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
```

[sideboard]

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## Static Prison



## Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

[sideboard]

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