Breakthrough X



Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143

Breakthrough X

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest from it.

The ideas came flooding in so fast that they couldn't all be contained.

Illus. Gary Ruddell

™ & © 1993-2002 Wizards of the Coast, Inc. 26/143