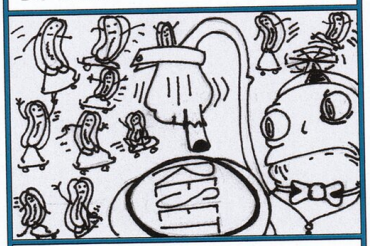
Do-Over 1U



Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

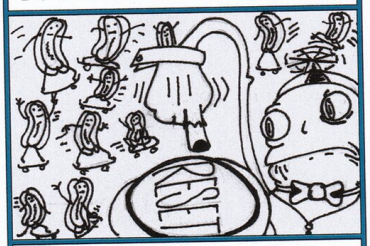
Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U



Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

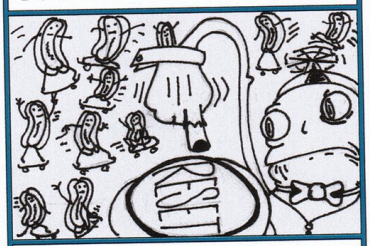
Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U



Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

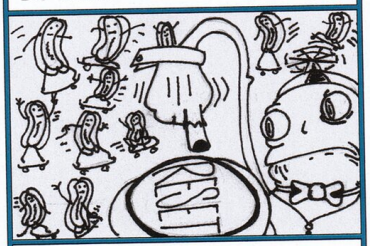
Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U



Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast

Do-Over 1U

Instant

Restart the turn, except with CARDNAME in exile. *(First, return all cards to where they were as the turn began. For information from hidden zones like the hand, reconstruct as best you can, and do the rest at random.)*

TEST CARD - *Not for constructed play*

™ & © 2019 Wizards of the Coast