Alberix, the Trade Planet {2}{U}{U}



World Enchantment

Planet *(When this permanent enters, exile the top five cards of your library as its resources.)*

Trade Routes — At the beginning of your precombat main phase, choose one —

- Discard a card. If you do, put two of Alberix's resources into its owner's hand.
- Exile the top card of your library as a resource.

TEST CARD *- Not for constructed play*

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