Alberix, the Trade Planet 2💧💧



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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast

Alberix, the Trade Planet 2💧💧

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

Thomas Ricci ™ & © 2024 Wizards of the Coast