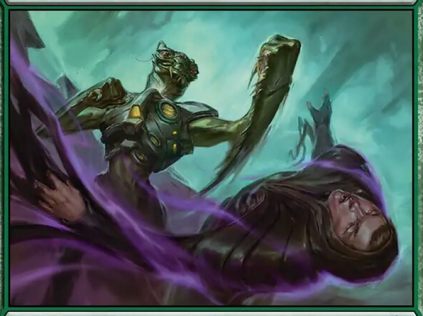
Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

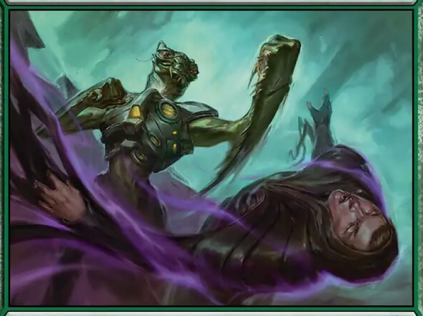
Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

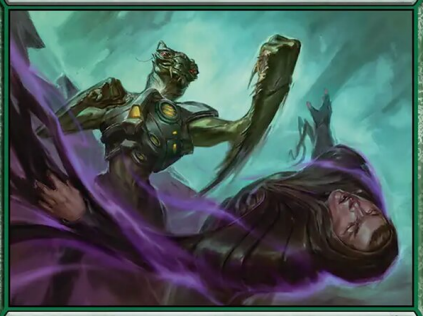
Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

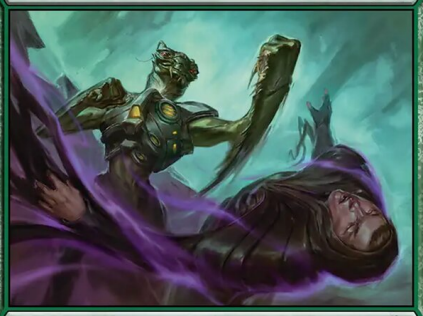
Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}



Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

Many mistake terrasymbiotic philosophy as pacifism. They are rarely wrong twice.

U 0176
EOE • EN ✒ Inkognit

™ & © 2025 Wizards of the Coast