## Together as One 6



Sorcery

*Converge* — Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.

*By himself, Lluwen couldn't have hoped to calm the Dawning Archaic—but any time it really mattered, he was never alone.*

R 0004 Story Spotlight
SOS • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast


## Together as One 6



Sorcery

*Converge* — Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.

*By himself, Lluwen couldn't have hoped to calm the Dawning Archaic—but any time it really mattered, he was never alone.*

R 0004 Story Spotlight
SOS • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast



## Together as One 6



Sorcery

*Converge* — Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.

*By himself, Lluwen couldn't have hoped to calm the Dawning Archaic—but any time it really mattered, he was never alone.*

R 0004 Story Spotlight
SOS • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast



## Together as One 6



Sorcery

*Converge* — Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.

*By himself, Lluwen couldn't have hoped to calm the Dawning Archaic—but any time it really mattered, he was never alone.*

R 0004 Story Spotlight
SOS • EN ▶ Néstor Ossandón Leal
mtgstory.com
™ & © 2026 Wizards of the Coast