

The REALM of STORY

TO SET UP

Shuffle the 10 story cards in a face-down pile on top of "The End."

Flip over the first card when the first commander is cast.

ON YOUR TURN

If a commander has been cast this game, you may flip over the next story card as a sorcery.

Your first flip each turn is free. Subsequent flips cost 1.

The last revealed story card applies to all players.

THE END

IF YOU WOULD FLIP A STORY CARD WHEN NONE ARE LEFT, RESHUFFLE THE STORY CARDS, PLACE THEM HERE, THEN FLIP A STORY CARD.

KEEP IN MIND

Foods are artifacts with "🍷, 🍷, Sacrifice this artifact: You gain 3 life."

Treasures are artifacts with "💰, Sacrifice this artifact: Add one mana of any color."



The background of the entire image is a vibrant, stylized illustration of a magical forest. In the foreground, a large, gnarled tree trunk with thick, dark vines spiraling around it dominates the left side. To the right, a large, leafy tree with a thick trunk stands. In the upper left, a dragon with blue and red scales is partially visible. In the center, a small figure with blue wings and a black body is perched on a branch. To the right, a fairy with large, translucent blue wings and a green body is flying. In the lower right, another fairy with large, translucent blue wings and a red body is flying. The ground is covered in a pattern of small, glowing blue and green plants. The overall color palette is dominated by deep blues, purples, and greens, with bright highlights in red, orange, and yellow.

WILDS OF ELDRAINE™