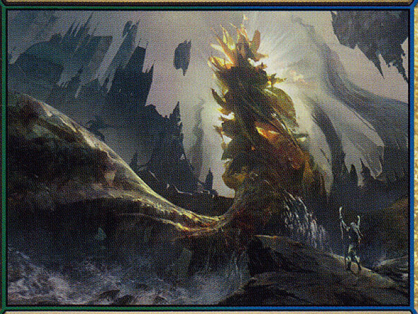
Urban Evolution



Sorcery

Draw three cards. You may play an additional land this turn.

As the Simic released more of their krasis experiments, they required new habitats, always at the expense of the locals.

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