Mount Keralia



Plane — Regatha

At the beginning of your end step, put a pressure counter on Mount Keralia.

When you planeswalk away from Mount Keralia, it deals damage equal to the number of pressure counters on it to each creature and each planeswalker.

Whenever you roll {CHAOS}, prevent all damage that planes named Mount Keralia would deal this game to permanents you control.

Franz Vohwinkel

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