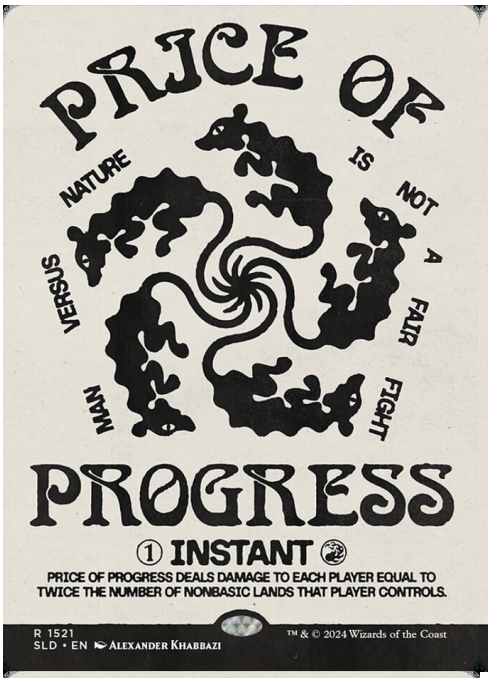


PROGRESS

① INSTANT

PRICE OF PROGRESS DEALS DAMAGE TO EACH PLAYER EQUAL TO TWICE THE NUMBER OF NONBASIC LANDS THAT PLAYER CONTROLS.

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