

YOUR  
OTHER  
HAND

**SETUP:** Place this rules sheet in the center of the play area. Use the Lorwyn side of the Lorwyn-Shadowmoor indicator card to cover the Shadowmoor roll table. Each player draws and mulligans their opening hand as normal, then does so again, setting aside the second “hand” of cards on the corner of this rules sheet nearest them. Grab a six-sided die.

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**GAMEPLAY:** Players start the game on Lorwyn. After the first player’s third turn begins, the following rules apply. At the beginning of combat on your turn, roll a six-sided die and get the bonus listed below for the plane you are currently on.

### LORWYN

- 1** — Create a 1/1 colorless Shapeshifter creature token with changeling.
- 2** — You gain 3 life.
- 3** — Put two +1/+1 counters on up to one target creature.
- 4** — You draw a card.
- 5** — At end of combat, untap all creatures you control. Spells you cast this turn have convoke. (*Your creatures can help cast those spells. Each creature you tap while casting a spell this turn pays for 1 or one mana of that creature’s color.*)
- 6** — You get your choice of any other Lorwyn effect. When it leaves the stack, all players travel to Shadowmoor.

### SHADOWMOOR

- 1** — Create a 1/1 colorless Shapeshifter creature token with changeling.
- 2** — Each opponent loses 3 life.
- 3** — Put a -1/-1 counter on up to one target creature.
- 4** — Each opponent discards a card unless they blight 2. (*To blight 2, a player puts two -1/-1 counters on a creature they control.*)
- 5** — Until your next turn, creatures you control gain “When this creature dies, return it to the battlefield under its owner’s control with a -1/-1 counter on it.”
- 6** — You get your choice of any other Shadowmoor effect. When it leaves the stack, all players travel to Lorwyn.

To travel to Shadowmoor, flip the indicator card to its Shadowmoor side and use it to cover the Lorwyn roll table. When the players travel to Lorwyn or Shadowmoor, each player swaps the cards in their hand with their cards on this rules sheet. Players may look at their cards on this rules sheet, but those cards cannot be discarded, exiled, or otherwise interacted with in any way other than being swapped out by this travel ability.

If a player’s commander is in their hand while they travel between Lorwyn and Shadowmoor, they may reveal it and keep it in their hand rather than setting it aside.

Lorwyn  
Eclipsed

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# Forwyn Eclipsed

COMMANDER PARTY