Wheel of Potential



Sorcery

You get {E}{E}{E} *(three energy counters)*, then you may pay X {E}.

Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.

The wheel only has one sure output: chaos.

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MH3 ★ EN Drew Baker

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