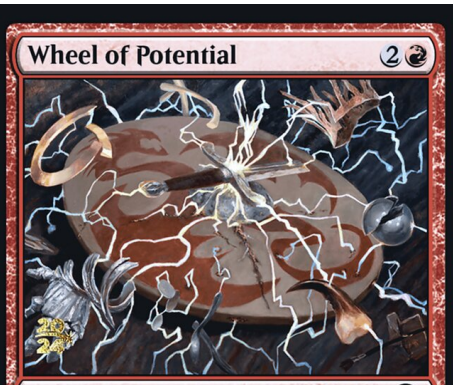
Wheel of Potential



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.

R 0144
MH3 ★ EN
Drew Baker

™ & © 2024 Wizards of the Coast

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.

R 0144
MH3 ★ EN
Drew Baker

™ & © 2024 Wizards of the Coast

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.

R 0144
MH3 ★ EN
Drew Baker

™ & © 2024 Wizards of the Coast

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.

R 0144
MH3 ★ EN
Drew Baker

™ & © 2024 Wizards of the Coast