
Flameskull
Creature — Skeleton
Flying
Flameskull can't block.
Rejuvenation — When Flameskull dies, exile it. If you do, exile the top card of your library. Until the end of your next turn, you may play one of those cards. (If you cast Flameskull this way, you can't play the other card, and vice versa.)
3/1
0054 / 1158M
AFR • EN Xavier Ribeiro


Flameskull
Creature — Skeleton
Flying
Flameskull can't block.
Rejuvenation — When Flameskull dies, exile it. If you do, exile the top card of your library. Until the end of your next turn, you may play one of those cards. (If you cast Flameskull this way, you can't play the other card, and vice versa.)
3/1
0054 / 1158M
AFR • EN Xavier Ribeiro