Cosmos Charger



Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast

Cosmos Charger

Creature — Horse Spirit

Flash

Flying

Foretelling cards from your hand costs 1 less and can be done on any player's turn.

Foretell 2 *(During your turn, you may pay 2 and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)*

3/3

051/285 R
KHM • EN Nils Hamm

™ & © 2021 Wizards of the Coast