Variable Chaser {2}{U}



Creature — Human Wizard

Flying, prowess

This creature enters prepared. *(While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)*

Arc of Fortune {2}{U}

Sorcery

Each player may discard their hand and draw seven cards.

2/3

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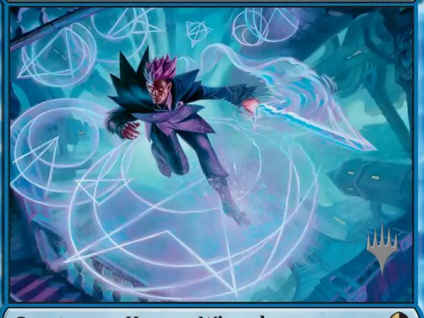

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