Cosmos Charger {3}{U}



Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}



Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

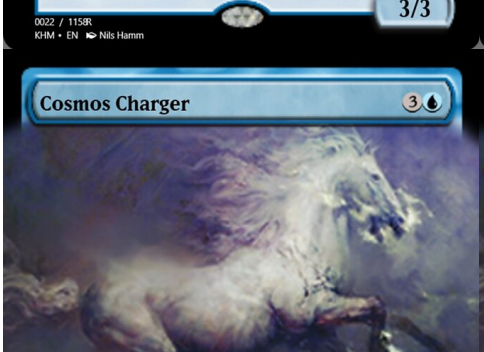
Foretelling cards from your hand costs {1} less and can be done on any player's turn.

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}



Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm

Cosmos Charger {3}{U}

Creature — Horse Spirit

Flash

Flying

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

Foretell {2}{U} *(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

0022 / 1158R
KHM • EN ✒ Nils Hamm