Lost Auramancers 2



Creature — Human Wizard

Vanishing 3 *(This permanent comes into play with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)*

When Lost Auramancers is put into a graveyard from play, if it had no time counters on it, you may search your library for an enchantment card and put it into play. If you do, shuffle your library.

3/3

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