Wheel of Potential

2



Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422

Wheel of Potential

2

Sorcery

You get {R}{R}{R}, then you may pay X {R}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.

Illus. Drew Baker
™ & © 2024 Wizards of the Coast 422