
Reckless Impulse
Sorcery
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.
441 C
DBL • EN
Mathias Kollros
™ & © 2022 Wizards of the Coast


Reckless Impulse
Sorcery
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.
441 C
DBL • EN
Mathias Kollros
™ & © 2022 Wizards of the Coast


Reckless Impulse
Sorcery
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.
441 C
DBL • EN
Mathias Kollros
™ & © 2022 Wizards of the Coast


Reckless Impulse
Sorcery
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
A stitcher looks at their creation and sees the result of years of study and hours of toil. A devil sees a new plaything.
441 C
DBL • EN
Mathias Kollros
™ & © 2022 Wizards of the Coast