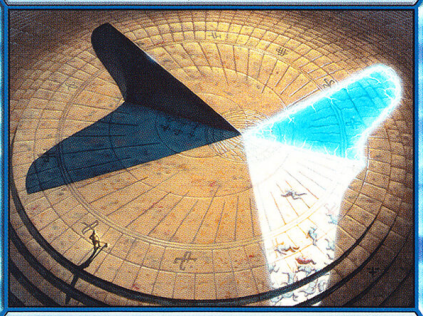
Temporal Manipulation 3



Sorcery

Take an extra turn after this one.

Doing something at the last minute isn't so bad when you can make that minute last.

001/008 P Judge
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