Lost Auramancers 2



Creature — Human Wizard

Vanishing 3 *(This creature enters the battlefield 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 dies, if it had no time counters on it, you may search your library for an enchantment card, put it onto the battlefield, then shuffle your library.

3/3

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