Wheel of Fate



Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast

Wheel of Fate

Sorcery

Suspend 4—1 *(Rather than cast this card from your hand, pay 1 and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, cast it without paying its mana cost.)*

Each player discards their hand, then draws seven cards.

198/289 M
TSR • EN Kev Walker

™ & © 2020 Wizards of the Coast