Phone a Friend



Sorcery

Call someone and ask them to choose one. If they don't answer, an opponent chooses one. *(Don't explain anything else. You choose targets.)*

- A — Gain control of target creature you don't control.
- B — Choose target creature you control. Create two tokens that are each copies of it.
- C — Take an extra turn after this one.
- D — Draw seven cards.

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