Jeska's Will 2



Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast

Jeska's Will 2

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both.
- Add 2 for each card in target opponent's hand.
- Exile the top three cards of your library. You may play them this turn.

668 R
CMR • EN Izzy

™ & © 2020 Wizards of the Coast