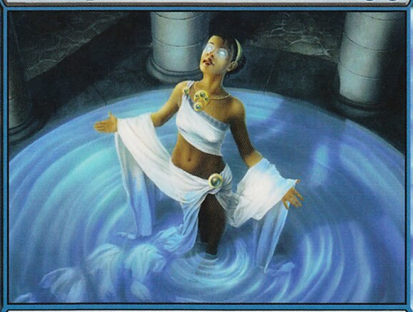
**Omenspeaker** 1 U



**Creature — Human Wizard**

When Omenspeaker enters the battlefield, scry 2. *(Look at the top two cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)*

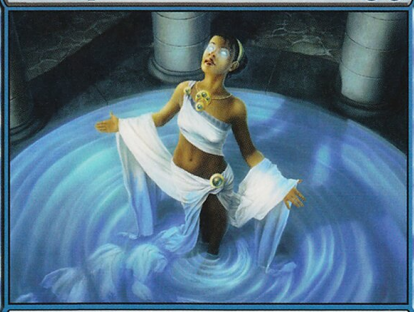
*Her prophecies amaze her even as she speaks them.*

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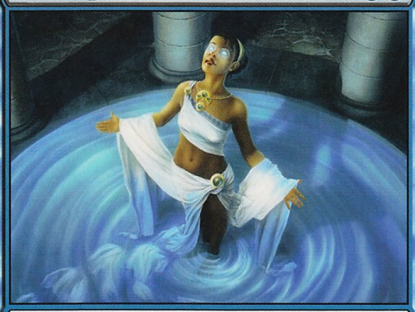
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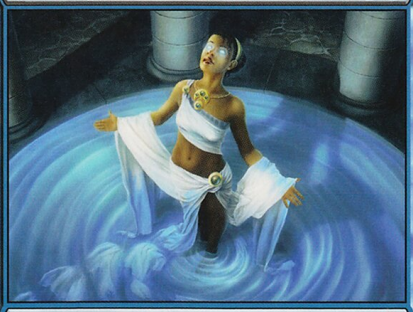
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