Flameskull {1}{R}{R}



Creature — Skeleton

Flying

Flameskull can't block.

Rejuvenation — When Flameskull dies, exile it. If you do, exile the top card of your library. Until the end of your next turn, you may play one of those cards. *(If you cast Flameskull this way, you can't play the other card, and vice versa.)*

3/1

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