

Terra, Magical Adept 1 2 3



Legendary Creature — Human Wizard Warrior

When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand.

Trance — 4 2 3, ♣: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 6/6

4/2

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