Make Your Own Luck



Sorcery

Look at the top three cards of your library. You may exile a nonland card from among them. If you do, it becomes plotted. Put the rest into your hand. *(You may cast it as a sorcery on a later turn without paying its mana cost.)*

"Aim alone won't win you a duel if you can't keep your nerve."
—Annie Flash

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OTJ • EN Chris Seaman

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