

Wheel of Fate



Sorcery



Wheel of Fate is red.

Suspend 4—1 (Rather than play this card from your hand, pay 1 and remove it from the game with four time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost.)

Each player discards his or her hand, then draws seven cards.

—Key Walker

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