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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301

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.

Kev Walker

™ & © 1993–2006 Wizards of the Coast, Inc. 187301