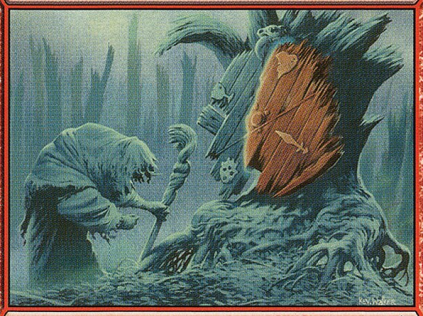
Wheel of Fate



Sorcery

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

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

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