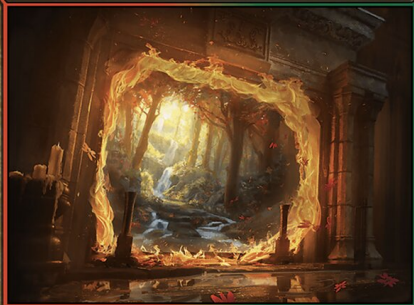


Escape to the Wilds

3



Sorcery



Exile the top five cards of your library.
You may play cards exiled this way until
the end of your next turn.

You may play an additional land this turn.

*The guards kindled the hearth and locked the
door to Elkven's chamber. By morning, the
fire was out and Elkven was gone.*

R 0223
OTC - EN

CHRIS OSTROWSKI

TM & © 2024 Wizards of the Coast