Escape to the Wilds



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 Ellwen's chamber. By morning, the fire was out and Ellwen was gone.

843 R
CLB • EN Chris Ostrowski

™ & © 2022 Wizards of the Coast

Escape to the Wilds

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 Ellwen's chamber. By morning, the fire was out and Ellwen was gone.

843 R
CLB • EN Chris Ostrowski

™ & © 2022 Wizards of the Coast

Escape to the Wilds

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 Ellwen's chamber. By morning, the fire was out and Ellwen was gone.

843 R
CLB • EN Chris Ostrowski

™ & © 2022 Wizards of the Coast

Escape to the Wilds

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 Ellwen's chamber. By morning, the fire was out and Ellwen was gone.

843 R
CLB • EN Chris Ostrowski

™ & © 2022 Wizards of the Coast