
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.
189/269 R
ELD • EN
Chris Ostrowski
™ & © 2019 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.
189/269 R
ELD • EN
Chris Ostrowski
™ & © 2019 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.
189/269 R
ELD • EN
Chris Ostrowski
™ & © 2019 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.
189/269 R
ELD • EN
Chris Ostrowski
™ & © 2019 Wizards of the Coast