Adventurous Impulse



Sorcery

Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

An adventure without a companion is hardly an adventure at all.

627 C
J22 • EN Victor Adame Minguez
™ & © 2022 Wizards of the Coast