
Wheel of Potential
2
Sorcery
You get {E}{E}{E} (three energy counters), then you may pay X {E}.
Each player may exile their hand and draw X cards. If X is 7 or more, you may play cards you own exiled this way until the end of your next turn.
The wheel only has one sure output: chaos.
R 0144
MH3 • EN
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