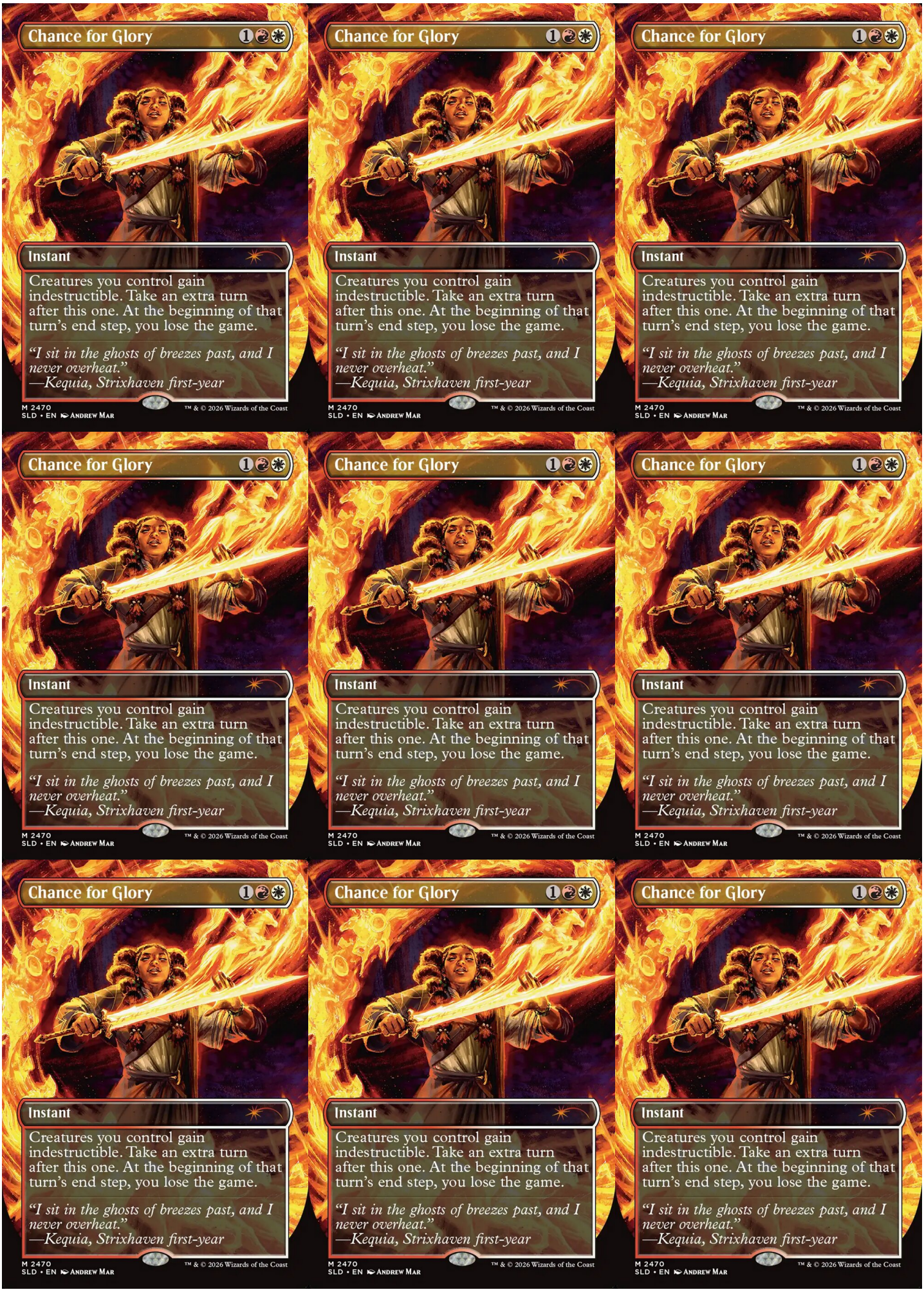
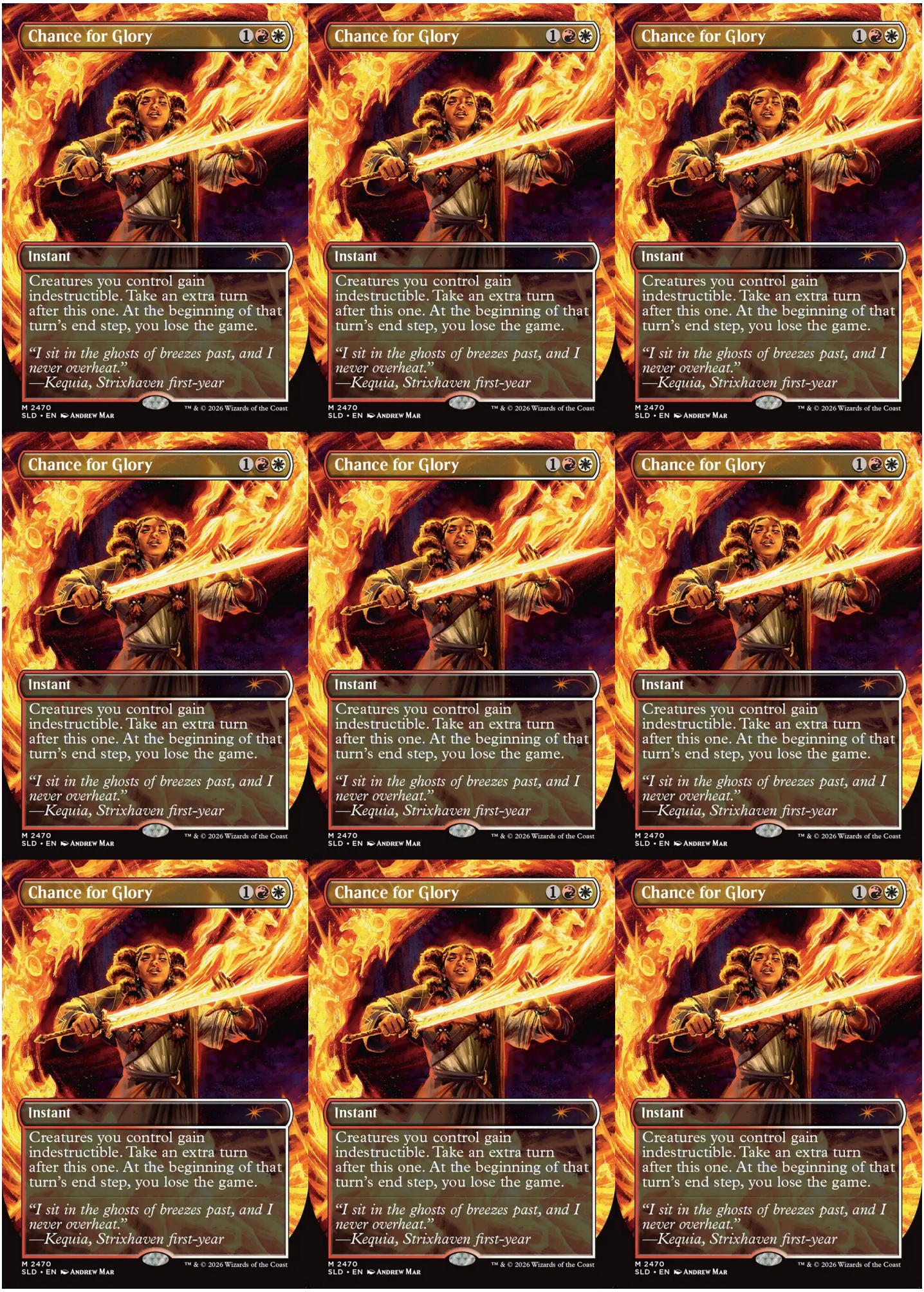
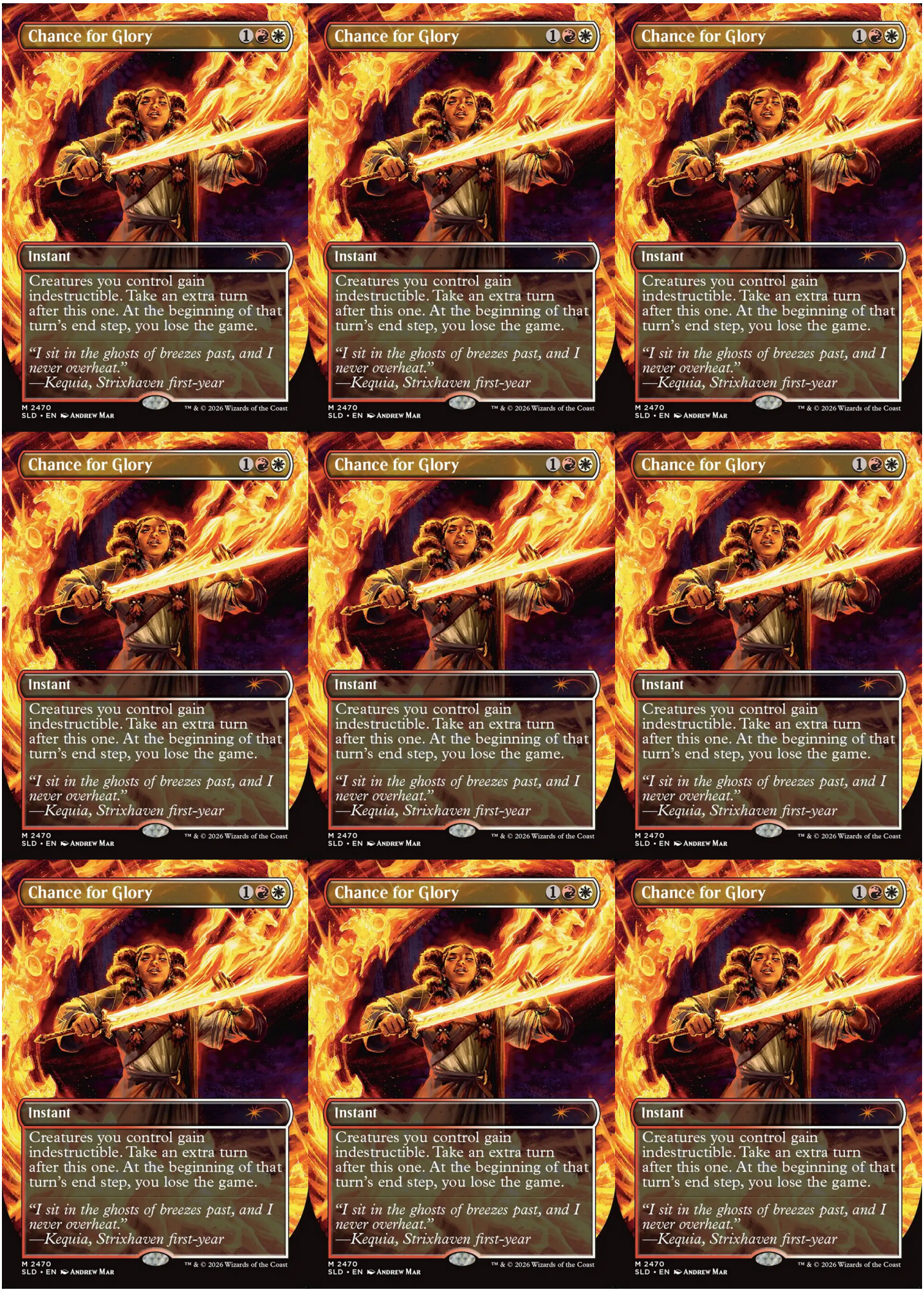
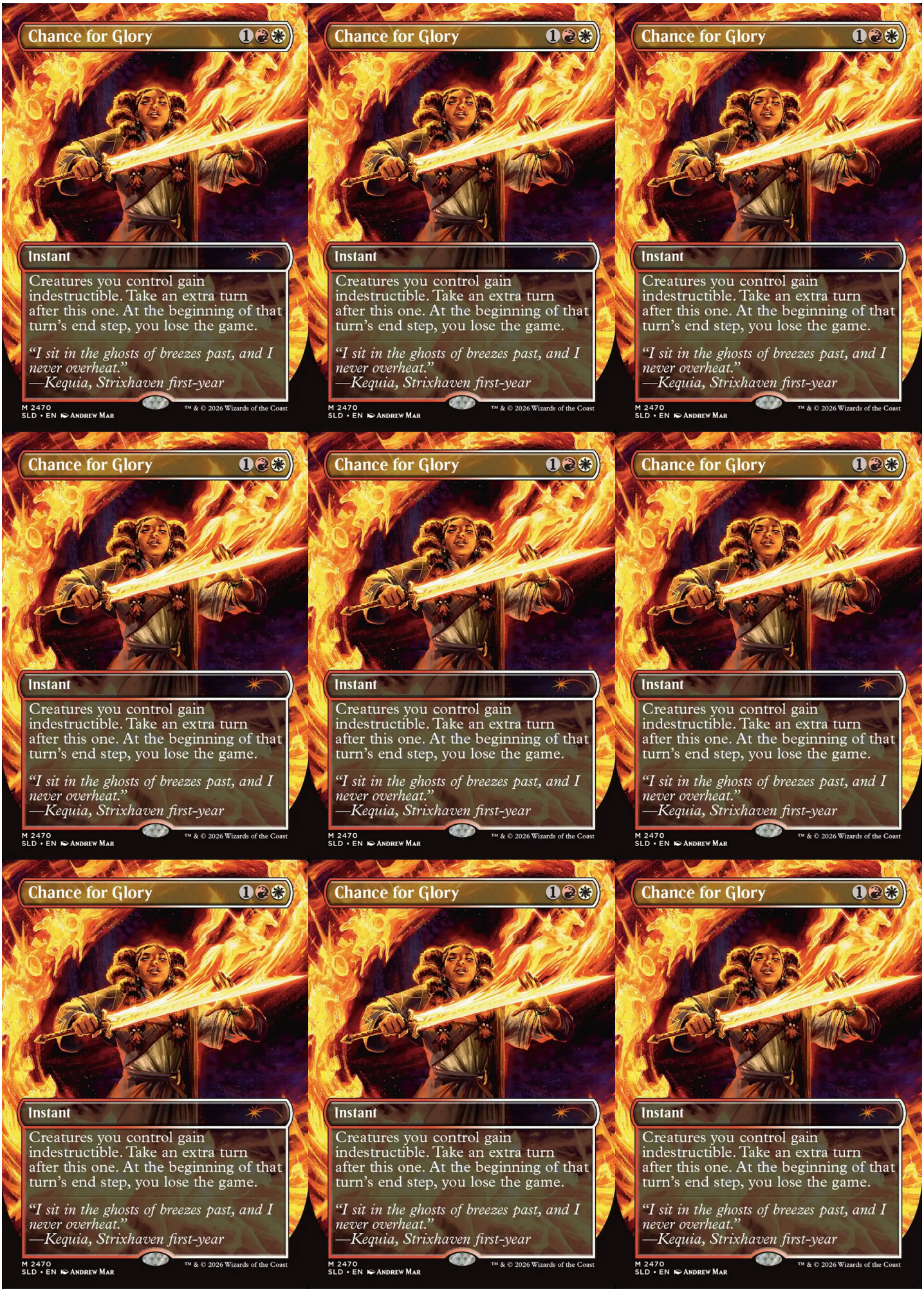

Chance for Glory
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.
"I sit in the ghosts of breezes past, and I never overheat."
—Kequia, Strixhaven first-year
M 2470
SLD • EN
Andrew Mar
™ & © 2026 Wizards of the Coast


Chance for Glory
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.
"I sit in the ghosts of breezes past, and I never overheat."
—Kequia, Strixhaven first-year
M 2470
SLD • EN
Andrew Mar
™ & © 2026 Wizards of the Coast


Chance for Glory
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.
"I sit in the ghosts of breezes past, and I never overheat."
—Kequia, Strixhaven first-year
M 2470
SLD • EN
Andrew Mar
™ & © 2026 Wizards of the Coast


Chance for Glory
Instant
Creatures you control gain indestructible. Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.
"I sit in the ghosts of breezes past, and I never overheat."
—Kequia, Strixhaven first-year
M 2470
SLD • EN
Andrew Mar
™ & © 2026 Wizards of the Coast